



The Official Online Newsletter of the Cleveland Free-Net Atari SIG

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>From the Editor

Mark Leair

Welcome to the CAIN Summer Issue -- also known as the June/July 1995 issue of CAIN. This issue will prove to be the largest issue to date. Over 260K of news and reviews of Atari products. Our Atari News section alone has 10 press releases direct from Atari Corp and other sources. The Atari 8 bit section brings you 13 large news announcements, and the 16/32 bit section brings you an

interview with JV Enterprises, makers of Towers II for the Falcon. This issue even has some exciting news for Lynx owners! This news is so exciting, I encourage you all to just skip to that section now and come back and finish reading my letter afterwards.

Now that you all have returned, for those who have not heard, CAIN has made USA

Today! That's right! The Nation's Newspaper published an article on orphaned computers titled "Loyal Users Cling to Comfortable Old Computers." The article

contained quotations from Len Stys and Michael Current of CAIN, Rob Funk, and Michael Hohman of Fine Tuned Engineering. The article was published in June 27, 1995 issue of USA Today page 4-D in the "Life" section.

-Mark Leair
CAIN Publisher

>From the SIG Manager

Len Stys

Since this is already a big issue, I am using my editorial space to provide you with names and addresses of retailers that you may want to write (hint!) to encourage these buyers to carry the Jaguar and its games at their stores.

JAGUAR DISTRIBUTION

The most important thing that must take place now is the convincing of retailers to carry the Jaguar 64-bit video game system and its games. Atari has convinced a few retailers to carry the Jaguar, but not nearly as many as the company needs to make the Jaguar successful this year.

Lack of distribution results in a company spending more on advertising than the company is making in sales. This is what happened with the Lynx. Atari had a great "Batman Returns" advertising blitz and sold out of the Lynx in the few stores that carried it. The problem is that those few stores carried less than six systems each. When consumers had to wait for more to be ordered, the excitement was gone and they did not want the product anymore.

Atari Corporation will run into the same problem unless two or more major

retailers are convinced to carry the Jaguar in addition to the retailers Atari has already signed this year.

Atari cannot do it alone. Unless the retailers know that consumers actually want this product in their stores, they will not carry it. This is why it is important for you to actually write these retailers. I have done my homework and I have found the exact names of buyers at six of the largest retailers in the United States. These individuals are responsible for purchasing electronics/video game products at their respective companies. I have also included the U.S. mailing address of all of these retailers so that it will be extremely easy for you to contact them.

The contents of the letter should be simple. Just explain to the buyer that you are a customer of their store and would like for the stores in your area carry the Jaguar 64-bit video game system and all of its games. At the end of your letter, thank the person for reading your letter and for listening to the wants of their customers.

The names and addresses are:

Mr. Joe Hofmeister
KMart Corp.
3100 West Big Beaver Road
Troy, MI 48084-3004

Mr. Jeff Broviak
Walmart Stores, Inc.
702 Southwest 8th Street
Bentonville, AR 72716-0001

Jack Zasadzinski
Toys "R" Us Inc.
461 From Road
Paramus, NJ 07652-3524

Peter Coyne
Best Products Co. Inc.
1400 Best Plaza
Richmond, VA 23227-1125

Dawn vonBechmann
Circuit City Stores Inc.
9950 Mayland Drive
Richmond, VA 23233-1463

Lisa Odell
Best Buy Co. Inc.
7075 Flying Cloud Drive
Eden Prairie, MN 55344

Thank you for writing. Please capture this text and pass it along to others.

Atari News

Date: Tue Jul 18 09:38:51 1995

CONTACT: Jessica Nagel or Patricia Kerr
Dorf & Stanton Communications, Inc.

For Immediate Release

Atari Corporation Inks Licensing Agreement With Activision Inc. Deal yields release of classic Atari titles for PCs.

Sunnyvale, CA -- (July 17, 1995) -- Atari Corporation announced today the finalization of a contract with Activision Inc., a Los Angeles based leader in software development. Atari Corporation's pact with the prestigious developer will bring consumers classic Atari titles in multiple formats. The agreement will also result in the release of the all-time American favorite, "Pitfall: The Mayan Adventure" for Jaguar 64.

"Our collaboration with Activision will offer exciting entertainment for both Jaguar 64 consumers and PC users," said Ted Hoff, Atari Corporation's President of North American Operations. "'Pitfall' is a fine example of our continued commitment to provide Jaguar gamers with top-quality titles."

The release of "Pitfall: The Mayan Adventure" for the Jaguar 64 system will be an ideal showcase for the extensive capabilities of this advanced home entertainment system. "Pitfall" reflects the power of Jaguar's superior 64-bit technology, resulting in brilliant color, intense speed, and stereo sound. The jungle adventure game has a target ship date of mid September.

Numerous Atari classic games will soon be available to PC users when Activision releases "Atari Action Pak II" for single-user IBM and PC compatible computers. The special "Pak" will also provide consumers with PC versions of such memorable Atari titles as: "Air Sea Battle"; "Breakout", "Super Breakout"; "Space War"; "Surround"; "Millipede"; "Combat"; "Yar's Revenge"; "Canyon Bomber"; "Gravitar"; "Maze Craze"; and "Night Driver".

The "Pitfall" release under the Activision agreement is one of the many exciting games for the Atari Jaguar 64 library, which will approach 100 titles by the end of the year. The expanded library will include CD titles for the much anticipated Jaguar CD system, which will be shipping in August.

For over 20 years, Atari Corporation has provided consumers with high-quality, value-priced entertainment. Atari Corporation markets Jaguar, the only American-made, advanced 64-bit entertainment system and is located in Sunnyvale, California.

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A final note to this episode of CATnips, Darryl Still of Atari UK tells me that "Zero 5" and "Gotcha!" (working title) were shown at a EuroPress Conference last week. He says both are contracted for early '96 release and both are "worth watching for". Add those to your lists!

Date: 06 Jul 95 04:56:43 EDT

CONTACT: Jessica Nagel or Patricia Kerr
Dorf & Stanton Communications Inc., Los Angeles
310/479-4997 or 800/444-6663

For Immediate Release

ATARI LAUNCHES "SUPER BURNOUT" ON JAGUAR 64

SUNNYVALE -- July 5, 1995 -- Earlier this morning Atari Corporation released "Super Burnout", a fast-action cartridge title for the 64-bit Jaguar system. In this crash- and-burn arcade-style game, motorcycle players compete head-to-head with friends, computer generated racers, or against the clock.

"Super Burnout" has 60 frame-per-second break-neck action graphics and intense realism of motorcycle racing. Players criss cross the globe to compete on the most intense tracks in the world. All eight racetrack locations feature awesome scenery and the hottest music soundtracks.

The key to a player's driving success is to choose a custom sports bike that provides them with the winning edge. "Super Burnout" offers numerous motorcycles for players to choose from, each with individual style and powerful driving capabilities. The two-player "versus mode" applies split-screen details, which allows competitors to view their racing progress all the way to the checkered flag.

"'Super Burnout' is a great addition to our library of software titles," said Ted Hoff, president of Atari Corp.'s North American Operations. "It is a fine example of the high- quality, competitively priced software we continue to bring to our Jaguar 64 consumers."

"Super Burnout" players can race day or night and choose the number of laps in one of four racing modes. "Super Burnout", rated KA (appropriate for kids through adults), is available for sale now for \$59.99 (suggested retail price).

Additional Atari Jaguar summer releases will include: "Ultra Vortek", "White Men Can't Jump", "FlipOut!" and "Rayman". These are just a few of the many great titles for the Atari Jaguar library, which will approach 100 titles by the end of 1995.

For over 20 years, Atari Corporation has provided consumers with high-quality, value priced entertainment. Atari Corporation markets Jaguar, the only American-made, advanced 64-bit entertainment system. Atari Corporation is located in Sunnyvale, CA.

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Onliners note: A .GIF file is provided with this release if obtained in .ZIP form. To obtain an archived version of this document, see the download areas of the Jaguar sections of GENie or CompuServe. Copies are also available by calling CATscan BBS at 209/239-1552.

Date: 26 Jun 95 23:27:38 EDT

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Atari Corporation
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For Immediate Release...

ATARI CORPORATION NAMES
HOFF PRESIDENT OF NORTH AMERICAN OPERATIONS

SUNNYVALE, CA -- (June 26, 1995) -- Earlier this morning Atari Corporation announced that Theodore M. Hoff has joined the company's core management team as President of North American Operations. Hoff will oversee Atari Corporation's North American operations, which includes the United States, Canada and Mexico.

"We are very pleased to have Ted Hoff at Atari," said Atari Corporation President/CEO Sam Tramiel. "His extensive industry experience will play an integral part, both in the planning and execution of our long and short term corporate strategies."

Prior to joining Atari Corporation, Mr. Hoff was Senior Vice President and General Manager of Fox Interactive, a division of Twentieth Century Fox. During his tenure, Hoff launched Fox's interactive entertainment division, establishing the company's mission, structure, five-year strategic and financial plans, and led the launch of multiple titles based on their film and television properties.

From 1990 to 1994, Mr. Hoff held the key position of Senior Vice President of Time Warner Interactive, Inc. (TWI), the home entertainment software publisher subsidiary of Time Warner, Inc. At TWI Hoff directed sales and marketing and established annual and long-range strategies and financial objectives.

Hoff hired and directed senior staff, including directors of marketing, sales, licensing and acquisition, and third party publisher affiliates. Under Hoff's direction, Time Warner Interactive launched 15 to 20 new titles per year including

arcade, theatrical, and sports licenses.

Mr. Hoff's previous experience also includes senior management positions at United Brands Co. and Philip Morris, where Hoff launched new products and directed retail sales, marketing, and operations at both corporations.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale CA.

Date: 22 Jun 95 02:45:04 EDT

FOR IMMEDIATE RELEASE

CONTACT: Jessica Nagel or Tom Tanno
Dorf & Stanton Communications, Inc.,
(310) 479-4997 or (800) 444-6663

ATARI PRESENTS NEW SOFTWARE TITLES
AT "FUN 'N' GAMES" MEDIA DAY

SUNNYVALE, CA (JUNE 20, 1995)-Numerous new titles for the Jaguar system and Jaguar CD were previewed at the "Fun 'N' Games" media event at Atari Corporation headquarters today. Hands-on previews and demonstrations were conducted by game producers and developers. In addition, the event highlighted marketing strategy, technology developments, and a presentation of peripherals including Jaguar VR.

Atari Corporation continues its Jaguar software library expansion, approaching 100 titles for its 64-bit Jaguar entertainment system by the end of the year. "We will have every kind of game that players want, from the best developers and publishers in the world," comments Atari President Sam Tramiel.

The titles demonstrated at "Fun 'N' Games" include:

== Blue Lightning (CD) ==

Gamers pilot a chosen plane from a squadron of United Nations operatives as they fight to stop General Drako, the UN member turned terrorist. Players design flight plans and use their quick maneuvering skills to destroy key enemy locations and bases. Players also protect cargo planes and other UN planes transporting important government officials.

== Hover Hunter (working title) (cart) ==

The age of limitless resources and vast armies is over. The battlefield now belongs to the elite; those with the speed, firepower, reflexes and intelligence to get the job done fast and done right. As pilot of a high-speed attack hovercraft, gamers man the most powerful tool utilized in this struggle for complete global domination.

`== White Men Can't Jump (cart) ==`

Trash talk runs rampant on this in-your-face, two-on-two, blacktop basketball shoot-out. Automatic camera control zooms in and swings around to catch all the action in this fast-paced, hard playing new sports game for the 64-bit Jaguar.

White Men Can't Jump will be released bundled with the Team Tap, the multi-player adapter for the Atari Jaguar, a \$29.95 value.

`== FlipOut! (CD) ==`

A puzzle game with an alien twist. Take a tour of the Cheese Planet (or as the citizens call it, Planet Phromahj) which includes nine different areas of game play, with multiple games per area, and four difficulty levels, from normal to psychotic. Whatever you do, watch out for those mischievous little aliens. Some of them will try to help you (if you can call it help), but most of them will try to trip you up for the fun of it. If they werent so cute, youd wring their necks.

`== Highlander (CD) ==`

You are Quentin MacLeod, the hope of mankind. An immortal raised as an ordinary child, your destiny was unknown until the day slave traders destroyed your village, kidnapped the Dundees, and killed your mother. As she died, your mother called you "The Highlander" and urged you to seek out the stranger who would train you to fulfill your destiny--to wrestle mankind from the grasp of the evil immortal, Kortan. You must find this stranger, an immortal named, Ramirez, who will help you gather the knowledge you need to defeat Kortan. Your first quest is to rescue the Dundees from Kortans stronghold.

Highlander includes original dialog from the actors in the animated series and cinepacked sequences from the animated series as well.

`== Myst (CD) ==`

Get lost in the worlds of Myst. Use your mind to unlock the secrets of ages past. What happened to the worlds Atrus created? Is one of his sons behind the destruction? It's up to you to find out. Take careful notes. Everything you see or hear, no matter how insignificant, could be the key to unlocking the mystery.

`== SuperX (cart) ==`

Supercross enables the player to experience this exhilarating dirt bike ride and race from a realistic first

person bikers perspective. The track is constructed from texture mapped polygons allowing full 360 degree 3D generation of the course. The game is based around three main modes: practice, single race, and championship / tournament. The riders have particular characteristics that affect performance, including strength, weight, agility and accumulated factors such as injuries and morale (based on recent form). Put on your helmet.... you're in for everything from tunnel jumps to triples... get out in front quick and you'll have everyone freight-training behind you.

=*= Baldies (CD) =*=

Ever want to rule the world? With Baldies, you have the resources but do you have the strategy and skill? Build your own society complete with workers, builders, soldiers, and scientists, and use them to create your own world and conquer the enemy.

Use your scientists to invent creative ways to kill the enemy. Dropping a skunk into an enemy house to make them run out into a minefield you've laid is just one way to get rid of them. You can also drown them, electrocute them, and trap them, to name just a few of their useful ploys.

You are only limited by your own imagination. This game is truly for all ages. With its advanced AI, it can be a "fishbowl" where you observe the baldies multiplying and living out their lives or you can interact, decide to conquer the world and attack the bad guys (those with hair). There are five areas of game play with literally hundreds of levels, including secret levels and secret warps to get to other levels.

=*= Robinson's Requiem (CD) =*=

This is the ultimate test of human endurance in an alien world-- a survival / adventure simulation set in a startlingly realistic virtual environment the likes of which has never before been seen. You are imprisoned on an alien planet --Zarathustra-- and your aim is to escape. If you have to amputate one of your own limbs in order to survive, then that's what you must do.

To escape, you'll need to use the environment and your cunning, and do anything necessary to stay alive-- including amputating your own limbs. Features more than 100 variables in real time; your body temperature, stress, fatigue, pain, coughs, malaria, poisoning, fractures, gangrene, hallucinations... Deal with diseases and health hazards and fight off predators.

This is no outward-bound weekend. Robinson's Requiem will test your survival skills to the limit. Keep your wits about you Robinson, and you just might make it.

=*= Charles Barkley Basketball (cart) =*=

Charles Barkley Basketball is an over-the-top, in-your-face two-on-two basketball game. The player has 20 characters to choose from including Charles Barkley. There are also two modes: versus and tournament mode.

In versus mode, pick your players and go at it. In tournament mode, if you're good enough, you can even end up endorsing products as your work your way through the tournament to meet Charles Barkley in the finals to see who really is the best.

== Commander Blood (CD) ==

Bob Morlock, the oldest being in the universe, is the boss of Kanary Corp., a gigantic business he founded over two hundred thousand years ago. All of his millions of employees were built by and for Kanary, which spends colossal sums of money just to keep Bob alive. Bob has felt the end approaching so it is time to delve into the meaning of life, the central truth of existence. Bob has put together an expedition through time to the final destination: the Big Bang. The Kanary Research Corp. scientists have developed an amazing black hole, name Oddland; a new era in space travel has dawned.

As Commander Blood, you take command of the Ark (the best spaceship anyplace, anytime), aided by Hank, the onboard bioconsciousness, and Olga, the onboard translator), with Morlock on board as well. Your job is to fly through Oddland as often as it takes to get to the Big Bang. However, black holes aren't just the natural boundary points between universes, they're also political borders and are heavily guarded by SCRUT ships. To make your trip a little easier, you have several identities: frozen meat salesman, roadie for the famous "Migrators" rock band, etc. Each universe contains not only business and military vessels, but also a number of planets. You'll need to make friends, do favors, or get involved in local wars to gather information you will need. Good luck!

== Breakout 2000 (cart) ==

Breakout 2000 is an update to Ataris classic game, Breakout. As in the original, the game consists of a paddle, a ball, and a playfield composed of bricks. The difference in Breakout 2000 is that it changes the viewpoint by rotating the playfield back into a 3/4 3D perspective. The objective will still be to get a high score by clearing the playfield of all removable bricks and not losing your turn by missing the ball.

To make this more difficult, there are bricks that are non-breakable and some must be hit more than once to be broken. Also there are power-ups which may give you an extra ball, speed up your ball, slow down your ball, etc. If you loved the original, you'll love this.

== Vid Grid (CD) ==

Here's a whole new way to "play" music videos. As you watch each video, the screen is divided into squares that are all mixed up. You have to unscramble each video while it's playing and before the music ends. You choose to divide the screen by 3x3, 4x4, 5x5, 6x6 squares, upside down, to name just a few of the options. Vid Grid features some of your favorite full-length, uncut videos including Red Hot Chili Peppers, Peter Dinklage, Aerosmith, Sound Garden and more. It takes just minutes to learn, but provides hours of challenging entertainment. (And to make it even better, it will be packed-in to the Jaguar CD player at launch).

== Varuna's Forces (CD) ==

Varuna's Forces is an action strategy game with elements of a "shoot 'em up". You are in control of a team of four soldiers of the United Coalition of Planets, Marine Attack Division, nicknamed Varuna's Forces. The team is equipped with helmet cameras and microphones linked via radio to your tactical command console. You see, on your common screen, views from each of your soldier's cameras. Also at your disposal is an overall view of a plan of the area with your troops' positions indicated.

Your soldiers have his or her personal characteristics and relationships with his or her teammates which change over time. Sometimes command decisions must be made not just upon the physical status of a particular soldier, but also upon his or her personal attributes. You are given a number of scenarios from which to choose, however, your objective is to successfully complete each one. You may need to obtain the release of hostages, or capture an entire area or base, or capture a particular piece of equipment.

== Battlemorph (CD) ==

One of the most realistic 3D shooter/explorer games to date, Battlemorph picks up where Cybermorph left off. This sequel will have more unique worlds, more elaborate missions, and both underwater regions and underground tunnels to explore. Players can use the various formations of the war Griffon to battle into enemy territory, using fighter, tank, and amphibious forms to gain the edge over enemies.

== Fight for Life (cart) ==

This 3D fighting game is set in hell, with each character striving for the ultimate prize: the chance to gain redemption and live again. Players choose one fighter from among eight different characters. They then battle the remaining characters one-by-one and proceed to the final showdown with the end boss. As they defeat each opponent, players can select up to two of each character's five special moves, in effect creating their own truly unique

fighting character.

== Space War 2000 (cart) ==

As a space knight, gamers vie for glory, honor, fame and fortune in this first-person perspective 3D adventure. With the proceeds from each successful intergalactic joust, players can procure multiple weapons to defeat the enemy and have their name cast for eternity in "The High Score Table".

== Ultra Vortex (cart) ==

Players become one of ten eye-popping, bone-crunching warriors of the underground who battle it out in mind-bending arenas carved from the living rock, with one goal in mind: Defeat the dreaded Guardian of the Vortex. This game features a "lock-out" code to limit violence within gameplay.

== Creature Shock (CD) ==

The remains of the SS Amazon, a space-drifting ship abandoned in 2023, is the setting for this fully rendered 3D animation Sci-Fi / Adventure game. In the hopes of finding a new home for the dying planet Earth, players must kill the deadly, crawling creatures which have inhabited the ship, before the creatures literally slash and burn them first. Created by Argonaut, designers of Nintendo's Special FX(tm) Chip.

== Demolition Man (CD) ==

Based on the movie starring Sylvester Stallone and Wesley Snipes, this title features several different types of gameplay including shooting, car chasing, tunnel hunting, and hand-to-hand combat. Players will actually control cinematic-quality live action footage of Stallone as Demolition Man in this game, which smoothly merges movie and video footage. Includes footage of Stallone and Snipes filmed specially for this interactive adventure.

== Black ICE \ White Noise (CD) ==

No Respite. No Rails. No Rules.

In Black ICE \ White Noise players take the role of a street-level cyberpunk in the urban blightscape of New San Francisco, walking a barbed wire tightrope between the cysta line informational world of C-Space and the grimy reality of The Street and The Meat. Gameplay features include point-of-view C-Space hacking, full-motion video encounters, and digitized video sprites of gangs, crazies, cops, Corps... and corpses.

Play a good guy who fights the good fight...or a bad girl

who left her heart in San Francisco a long time ago.
Oops--your mission went bad and you just blew away a cop.
Now here come alllllll his friends. Make a note: Better do
some creative hacking on that lengthy police record of
yours, after you get out of this alive.

If you get out of this alive...

== Defender 2000 (cart) ==

This arcade classic (from the creator of Tempest 2000 for
the Jaguar) will feature autofire for the basic laser; loads
of enemies; additional weapons; bonus rounds; a graphically
enhanced ship and enemies; spectacular explosions; scrolling
and warping backdrops; up to four modes of play (including
"CPU assist"); and, of course, great music.

== Thea Realm Fighters (CD) ==

As one of 12 digitized fighters, you must defeat all the
others before facing SurRaider, a powerful warrior from
another dimension. Four or more special moves and two
"killer" moves will help you win your battles against hidden
SubBosses and 5 secret characters. Defeat up to 21
characters in a single game or SurRaider will conquer the
planet and add Earth to his vast empire.

== Brett Hull Hockey (cart) ==

This 3D game offers the player two different perspectives
and features a camera which zooms in and out and moves in
all directions to keep up with the fast paced action. The
power, colors, and speed of the Jaguar and texture mapping
will give the gamer a true 3D experience.

== Max Force (CD) ==

This game takes place at the Max Force Virtual Training
Facility where you must be smart, quick, and accurate with
over a dozen Nerf weapons in order to become a member of the
elite Max Force Team. While shooting enemies and targets,
collect all four pieces of the Max Force medallion and
destroy the boss in each level. Three dimensional artwork
and first-person perspective with action taking place in a
Virtual Reality Simulator guarantee lots of Nerf fun where no
one gets hurt.

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companies.

Atari has been in the video game business for over twenty
years. Today, Atari markets Jaguar, the only American made,

advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale, CA.

Date: 02 Jun 95 00:25:22 EDT

Contact: John Marcotte, Publisher
Jaguar's Edge Magazine
Editorial or Advertising
916/954-0468

FOR IMMEDIATE RELEASE

"THE JAGUAR'S EDGE" ANNOUNCES EDITORIAL STAFF

SACRAMENTO, Calif., May 27, 1995 -- Less than two weeks after the announcement of the world's only gaming magazine devoted to the Atari Jaguar, "The Jaguar's Edge" named its' editorial staff today. "I am proud to introduce an experienced editorial staff that will make our magazine the leader in Jaguar news and information," said John Marcotte, publisher and managing editor of "The Jaguar's Edge".

Assuming the position of news editor, will be Travis Guy. Atari fans will recognize Mr. Guy as current editor of "Atari Explorer Online", and a leader in the world of Atari publishing for over a decade. Using his extensive industry connections, Mr. Guy will keep readers informed of important news and events that impact the Jaguar enthusiast.

Taking on the role of features editor is Pat Solomon. Mr. Solomon is currently developing a computer column for the "Des Moines Register", and was the managing editor of the alternative newspaper, "The Pundit". Under his direction, readers can look forward to in-depth interviews with developers and Atari personnel, strategy guides to their favorite games, and much more!

Retaining his position as managing editor is John Marcotte. Mr. Marcotte was the editor of "The Catalyst", and currently writes freelance for various publications. "I am excited to work with two professionals like Travis and Pat," said Mr. Marcotte. "I know that with their help we will achieve our goal of being the number one source for Jaguar news and information."

"The Jaguar's Edge" will premiere as a bi-monthly publication in July. The first issues will be 32 pages and printed on high-gloss stock. Distribution will be direct to paid subscribers through the mail. By special arrangement select Atari Dealers will have copies as soon as they are rolled off the presses.

Early subscribers of _The Jaguar's Edge_ will find a \$20 discount coupon on Telegames' "Brutal Sports Football" or "International Sensible Soccer" as a bonus. A one year subscription is just \$15.

For more information, contact the publisher through the

internet: <jmarcott@mother.com> or call 916/954-0468.

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Date: 16 May 95 02:06:56 EDT

CONTACT: Jessica Nagel or Tom Tanno
Dorf & Stanton Communications
(310)479-4997

ATARI CONTINUES TO EXPAND JAGUAR PERIPHERALS

SUNNYVALE, CA (May 11, 1995) -- Atari continues to provide new gaming options for owners of its 64-bit Jaguar Interactive Entertainment System. Key products to enhance the Jaguar play experience hit the marketplace in 1995, with many more to come. "Since Jaguar has already made the leap to 64-bit technology, we can now focus on providing even more value to consumers by expanding the system with new and innovative peripherals," says Sam Tramiel, CEO of Atari Corporation.

One of the Jaguar extras is the much anticipated multimedia compact disc (CD) player. Priced at approximately \$150, the Jaguar CD player attaches to the top of the Jaguar console. The Jaguar CD plays many new CD games, including "Battlemorph", "Highlander", "Blue Lightning", "Demolition Man", "Myst", and "Creature Shock" in addition to playing standard audio disks. The Jaguar CD player provides 790 megabytes of raw data storage, allowing video game programmers to incorporate more complex digitized images, full-motion video sequences and high-quality audio soundtracks. This powerful double-speed CD player also provides fast access speed for smoother game play, and its massive data capacity gives users better graphic detail, expanded plot lines and more characters for an overall enhanced video game experience. Additionally, built into the unit is the "Virtual Light Machine(tm)", which creates and displays 81 different light patterns on the video screen in response to music played through the system.

Mr. Tramiel says about the system, "The combination of the most advanced technology, sophisticated software and affordable consumer pricing sets Jaguar apart from all competitors." Target ship date for the CD player is August, 1995.

For around \$30, Jaguar owners can take advantage of the Jag Link(tm), which allows users to play competitively side-by-side. The Jag Link enables users to connect two Jaguar systems for simultaneous game playing up to 100 feet apart. The Jag Link uses standard RJ11 phone line cable for linking two Jaguar systems.

Team Tap(tm) is a new peripheral that for around \$25 enables competitive, simultaneous play for up to four players on one Jaguar. The peripheral, which debuts with the new title "White Men Can't Jump", provides players with a two-on-two playground simulation experience. With two Jaguar systems and Team Tap, the competitive play can be expanded up to eight players.

In addition, the Jaguar Voice/Data Communicator gives players the ability to link up over the phone. Developed by fax-modem-voice technology experts, Phylon Communications, the new technology permits two players to compete using a phone connection. Players can speak with each other during game play through the use of a headset. With the utilization of a "call waiting" feature, players can also pause a game to answer a phone call.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale CA.

Date: 16 May 95 02:07:10 EDT

CONTACT: Jessica Nagel or Tom Tanno
Dorf & Stanton Communications
(310)479-4997

ATARI CORPORATION ADDS TWO TOP INDUSTRY VETERANS TO SENIOR MANAGEMENT TEAM

SUNNYVALE, CA (May 1, 1995) -- Atari Corporation has powered up its senior management team with the addition of top industry veterans Dean Fox and Jon Correll. Mr. Fox comes on board as Senior Vice President of Marketing and Correll as Vice President of Software Product Development.

"The formidable skills and experience of Dean Fox and Jon Correll will provide Atari with a focused marketing plan and the development of the highest quality software for the consumer, taking full advantage of Jaguar's capability including 60 FPS, 16 million colors and 64 Bit Processing," Sam Tramiel, CEO, Atari Corporation said in making the announcement.

Prior to joining Atari Corporation, Correll held the position of Manager of Development Administration for Sega of America. At Sega, Correll implemented and negotiated development contracts and produced the first CD titles for Sega Corporation including "Night Trap".

Correll began his career in the software and gaming industry as Manager of Product Development for Accolade in 1986. While at Accolade, Correll produced some of the company's most popular games including "Test Drive" and "Mean 18 Golf". Correll went on to consult various Silicon Valley companies including EPYX and worked as Director of Product Development for Three-Sixty.

Before joining Atari, Mr. Fox founded, staffed, and led the marketing group for Rocket Science Games. Prior to RSG, Fox directed the launch for Sega CD and led ongoing strategic marketing, product concept and distribution consultation for several CD-ROM multimedia entertainment publishers.

In his marketing and advertising tenure, Fox contributed to the introductions of many consumer products, including Sony Betamax and JVC VHS Videocassette recorders, Sharp laptop computers, and Sega CD multimedia game systems.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale CA.

Date: 16 May 95 02:07:26 EDT

Contact: August J. Liguori
ATARI CORPORATION
(408) 745-2069
(408) 745-2173

May 16, 1995

For Immediate Release

ATARI CORPORATION ANNOUNCES FIRST QUARTER 1995 RESULTS

Sunnyvale, CA-- Atari Corporation (ASE:ATC) today reported its financial results for the first quarter ended March 31, 1995.

Net sales for the first quarter of 1995 were \$4.9 million as compared to \$8.2 million for the first quarter of 1994. Late in the first quarter, the Company lowered the wholesale price of the Jaguar 64-bit multimedia entertainment system to allow for a \$159 retail price. As a result of the low sales volume and continued investment in marketing activities during 1995, the Company incurred a net loss of \$4.4 million for the first quarter of 1995 as compared to a net loss of \$0.9 million for the same quarter of 1994. The first quarter of 1994 was favorably impacted by the settlement of patent litigation in the amount of \$2.2 million.

Commenting on the results, Sam Tramiel, CEO, said "The Jaguar price change was made possible due to technology advances and near term cost savings. We have positioned the 64-bit Jaguar as new advanced technology with great software, at an affordable price. With a retail price of \$159 or less, the 64-bit Jaguar is in a good position to be the upgrade choice for the present 16-bit game owners. We are focused on developing software for the Jaguar and preparing for the upcoming fall selling season."

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-bit entertainment system. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

ATARI CORPORATION Condensed Consolidated Statements of Operations (in thousands, except per share)

Quarter Ended

	Mar 31, 1995	Mar 31, 1994
	-----	-----
Net Sales	\$4,874	\$8,156
	=====	=====
Operating Income (loss)	\$(5,158)	(3,372)
Exchange Gain (loss)	5	272

Other Income (Expense) Net	355	2,392 (a)
Interest Income Net of Interest (Expense)	372	(219)
	-----	-----
Income (loss) Before Income Taxes	\$(4,426)	(927)
	-----	-----
Net Income (loss)	\$(4,426)	\$ (927)
	=====	=====
Earnings Per Common and Equivalent Share:		
Net Income (loss)	\$ (0.07)	\$ (0.02)
	=====	=====
Weighted Average number of shares used in computation	63,701	57,219

(a) Includes settlement of litigation.

Date: 16 May 95 02:06:39 EDT

CONTACT: Jessica Nagel or Tom Tanno
Dorf & Stanton Communications
(310)479-4997

ATARI JAGUAR'S LIBRARY APPROACHES 100 TITLES IN 1995

SUNNYVALE, CA (May 11, 1995) -- Atari Corporation announces that there will be nearly 100 titles for its 64-bit Jaguar entertainment system by the end of the year. "We will have every kind of game that players want, from the best developers and publishers in the world." comments Atari President Sam Tramiel.

Based on the popularity of "Tempest 2000", Atari is launching a complete line of classic games, including "Dactyl Joust" and "Defender 2000", and "Missile Command VR" for the Jaguar VR. "Defender 2000" is being developed with three distinct play modes for the Jaguar by Jeff Minter, developer of "Tempest 2000". In addition, Atari will publish classic games for the PC at the end of the year, beginning with "Tempest 2000". Other new release titles include "Primal Rage" from Time Warner Interactive, the "Highlander" RPG series, "Fight for Life" and "NBA Jam Tournament Edition".

The featured titles at Atari Corporation's E3 booth in Los Angeles are "TRF", "Rayman", "White Men Can't Jump" and "Ultra Vortex".

TRF: TRF combines the latest motion capture technology and nationally known martial arts fighters in a wide variety of combat scenarios. Featured fighters include Ho Sung Pak, Dr. Philip Ahn, Katalin Zamiar and Daniel Pesina; who were all featured in the "Mortal Kombat" games.

RAYMAN: Rayman lives in a fantasy land beyond the reaches of our universe. Rayman must restore peace and harmony to his world by defeating the evil Mr. Black and retrieve the stolen Great Proton.

WHITE MEN CAN'T JUMP: Trash talk runs rampant in this "in-your-face", two-on-two blacktop basketball shootout. Automatic camera control zooms in and swings around to catch all the action.

ULTRA VORTEX: Players become one of the ten eye-popping, bone crunching warriors of the underground who battle it out in mind-bending arenas carved out of living rock. They have one goal in mind: Defeat the dreaded Guardian of the Vortex.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale CA.

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Primal Rage(tm) and all related elements are property of Time Warner Interactive(tm).

Rayman(tm) is a trademark of UBI Soft.

Ultra Vortex(tm) is a trademark of Beyond Games, Inc.

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Date: 16 May 95 02:06:27 EDT

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Helen Horner/Ben Vaughan
Virtuality Group plc
011-44-116-233-7082

ATARI AND VIRTUALITY PREVIEW FIRST VIRTUAL REALITY GAME
SYSTEM FOR THE CONSUMER MARKET AT E3

Affordable 64-bit Jaguar VR sets industry standards; available by end of year.

LOS ANGELES (May 11, 1995) -- The Jaguar VR, the world's first fully immersive virtual reality game system for the consumer market, was unveiled today at E3. It is being developed jointly by Atari Corporation, developer of the world's first 64-bit game system, and VIRTUALITY Group plc, the global market leader in VR systems.

The Jaguar VR incorporates VIRTUALITY's revolutionary new VR head-mounted display (HMD) and optional track joystick, offering unequaled display, audio, and tracking features. Atari's Jaguar VR sets an impressive industry standard for home virtual reality systems and has been designed with the highest international health

and safety regulations in mind.

According to Sam Tramiel, President of Atari, "There is not one consumer VR product that can compete with the Jaguar in terms of price, performance and quality. The Jaguar VR has been designed with human factors in mind and sets the standard for the industry to follow. We are committed to delivering great experiences and entertainment."

The proprietary, ergonomic HMD weighs less than 1 pound and easily adjusts to comfortably fit users, with or without glasses. It features a custom-designed optical pupil projection system and a full-color active matrix LCD screen. In addition, the HMD's 3D spatialized sound system has been enhanced by placing speakers at the player's temple, with sound projected back to the ears allowing for peripheral hearing. A built-in microphone allows networked players to talk to each other.

A docking station, which links the Atari Jaguar system to the HMD and joystick, houses the technologically advanced "V-Trak" infrared tracking. This is the fastest tracker ever developed for consumer application, reacting to real-time head and hand movements with no perceptible lag time in the virtual world.

In addition, Jaguar VR is designed to be used only when a player is sitting with the unit stationary on a flat surface. If a player attempts to walk around while immersed in the game, an automatic cutoff will be triggered.

Players who own an Atari Jaguar will be able to upgrade by plugging Jaguar VR into their existing system. The Jaguar VR has a targeted retail price of \$300.

Jaguar VR Software Development

Through a software licensing agreement, VIRTUALITY is developing immersive virtual reality games for the Atari Jaguar VR. Atari's classic home and arcade hit "Missile Command" is being recreated in VR format by VIRTUALITY and will be available by the end of the year. In addition, the popular VIRTUALITY arcade title "Zone Hunter" will also be available for Jaguar VR with the system introduction. Discussions are also underway with a number of third-party developers for the creation of future games that take advantage of this unique technology to create new experiences.

"The combination of Jaguar's 64-bit graphics processing power and our IVR technology has produced a phenomenal, fully integrated VR consumer product which has no competition," said Jon Waldern, CEO of VIRTUALITY Group plc. "This system expands the boundaries of the in-home interactive games market and sets a new standard for others to try to achieve."

Founded in 1987 in Leicester, England, VIRTUALITY Group plc. is the world's leader in immersive virtual reality entertainment systems worth more than 80 percent global market share. VIRTUALITY Entertainment, Inc. headquartered in Irving, Texas, was established in 1993 as the U.S.-based subsidiary to oversee all North American operations, sales, market development and distribution for its parent company.

Atari has been in the video game business for over twenty years.
Today, Atari markets Jaguar, the only American made, advanced 64-Bit
entertainment system. Atari Corporation is located in Sunnyvale CA.

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CLEVELAND FREE-NET WILL PRESENT __FREE__ COMPLIMENTARY USAGE TIME
to the readers of:
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CAIN Newsletter

New Users Sign Today! Connect by modem: 216/368-3888 or
Telnet to: freenet-in-a.cwru.edu, 129.22.8.32

You can log on as a visitor to explore the system. At the opening
menu ("Please enter 1 or 2:"), enter "2" to log in as a visitor. At
the next menu, enter "2" again to explore the system. You will then
read an opening disclaimer and a login bulletin, then be sent to the
main Free-Net menu. Once inside, type "go atari". Follow the menus
to read Atari-related discussions, reviews, news, and information.
In order to post messages, send e-mail, vote, chat online, and sign
a user directory, you need a Free-Net account. Apply for a Free-Net
account by entering "1" at the second menu instead of "2".

All new registered users receive "free" accounts which will not
require payment for the usage of the system.

The Cleveland Free-Net has an Atari SIG comparable to other systems.
The Atari SIG carries ALL Z*Magazine issues. Z*Net & ST Report
from 1989. All Atari Explorer Online issues. The latest and
greatest Atari news. "Support Areas" for all Atari users. Multi-
User Chat, Voting Booth, Wanted & For Sale, User Directories, and
even direct access to Atari related Usenet newsgroups.

No charge for registration or usage of this system! Register today!

8-Bit Computers Support Area

Michael Current

This month's CAIN Newsletter brings you a whopping 13 news announcements from
various 8-bit Atari vendors and developers, plus more!

8-Bit News features:

#1: MAE 0.95 at umich!

The new Macro Assembler/Editor from John Harris

#2: PC Xformer 4.0 !

More improvements planned for the popular Atari emulator from Branch Always

#3: FTe has MOVED TO ARIZONA.

A Fine Tooned Engineering update

#4: Current Notes Changing Hands

CN magazine lives!

#5: PC XFORMER and GEMULATOR info on the Web
Branch Always unveils a new home page

#6: Current Notes Continues
8-Bit Editor Rick Reaser spells it out

#7: NEW: Atari 800 emulator for Unix et al.
A new freeware emulator from David Firth

#8: ST Xformer 3.0 with source code
Branch Always Software discusses the art of writing emulators

#9: Atari 8-bit Support From Richard Gore
The vendor/developer based in the U.K.

#10: FTe's status
Settling down in Arizona

#11: Atari 800 emulator for Unix
David Firth keeps at it!

#12: FlickerTerm 80 v0.51
Improvements to the top-notch terminal emulator by Clay Halliwell

* #13: User Group/BBS Survey '95 *
* Rick Detlefsen needs YOU!! *

8-Bit Feature Article:
Sparta Compatibility Problems, by John Picken
Writing software with maximum compatibility in mind

Eat it up!

8-Bit News #1

Date: 3 May 1995 00:42:09 GMT
From: dldol@dtek.chalmers.se (Fredrik Lundholm)
Subject: MAE 0.95 at umich!

Hello everyone!
With permission from John Harris I put mae_95.arc at umich archives!
This is John's Macro Assembler/Editor v 0.95.
Below is a list of updates from previous versions.
Please do not distribute modified Archives!
For those of you that still are confused about what MAE is,
download and try it now!

Note! This is the 8-bit version, the 16-bit, twice as fast version is
included with Sweet16 by Fte.

WFR:
Fredrik Lundholm
dldol@dtek.chalmers.se

PS. Any questions about MAE should probably be directed towards
John himself at: jharris@cup.portal.com DS.

--history.doc
- New since version .93 -

This will be the last version of the assembler that will run in 64K of memory. Because the symbol table takes up half of the bank select RAM area, there is just not enough room to fit the monitor into banked RAM, or add the improvements I would like to do to the editor and assembler modules. Thus, future versions will be using two banks of XE bank select memory, and it will no longer be possible to make do with a 64K machine.

When recording key macros in the editor, you must now use Ctrl-3 to end recording, instead of Esc. This allows Esc menu commands to be entered into macros, primarily to support a chain of assemble commands when your program contains several modules. The next version of the assembler should allow loading and saving macros to disk, which will further enhance the macro usefulness.

Hunt routine in the monitor now automatically skips over the area from \$D000-\$D7FF. So you can search the OS using \$C000-\$FFFF and not generate any hardware accesses.

Hunt and Memory display routines would not always stop when the address reached \$FFFF. This has been fixed.

I removed the automatic OS routine detection from the trace function. Now, you must use the S key to trace through OS functions in one step, just like any other subroutine. You can also use the R key if you are already within the OS code. The reason for doing this, is that it makes things more consistant, and also allows you to trace code in the \$C000-\$FFFF area if you need to.

Pseudo-ops are now available in the debugger's single line assembler.

The debugger now includes a built-in function for switching between display lists for the debugging text screen, and your program's screen. It uses the letter "V", for change View. Both V and the "U" user function can be called from both the trace mode, as well as any paused memory or disassembly listing.

The "%" key did not work as a wildcard in the debugger, since it was interpreted as the start of a binary number. I have changed the default wildcard to "?" in both the debugger and editor. This propagated through a few of the debugger command key assignments, along with a few other changes as well. Overall, I feel the key assignments have been improved, and they won't be changed from now on. Here is a summary of the changes:

- ? - Change Wildcard
- = - Evaluate expression
- V - Change display view
- \ - Disk Directory

The editor uses the same wildcard configuration byte as the debugger. You can use the debugger's "?" command, or a Cntl-? in the editor to change the wildcard character. Both modules will use the new assignment.

1200XL function keys are now supported for moving the cursor.

You may enter Ctrl-key graphic symbols or international characters into the editor by pressing Ctrl-A, and then the key you wish to

enter.

Now uses an improved method for detecting the default drive when first loaded. This should be compatible with all SpartaDOS versions, and cause no problems for non-Sparta DOSes. It also allows you to specify a different default drive from the command line, such as, "MAE D2:". If a drive is not specified, the default drive will be where the MAE program was loaded from. Note that this is slightly different from the previous behavior. If D1: is the current drive, and you type "D2:MAE", this version will set the default drive to D2:. The previous versions would set the default drive to D1:, being the drive Sparta was logged on to.

The MAE.COM file now comes with a RUNAD address installed. The SpartaDOS bug that prevented using the RUN command to return to a program which used RUNAD has been fixed in 3.2g and later, so I have decided to include RUNAD in the file now.

Fixed a stack corruption problem when disk I/O errors occurred during assembly with a .IN include file.

Improved documentation.

- New since version .92 -

The editor's label search using either the ^L or ^J commands has been made a bit cleaner. Searching for a label "TEST" used to stop if it found a label "TESTING", since "TEST" is a part of it. The search will now find the unique label. Also, the ^J JSR function will operate correctly on lines such as "LDA LABEL+1", and will take you to where "LABEL" is defined. Previously, things such as "+1" or ",X" used to confuse the editor about where the label name ended.

An example macro file is now included.

Note that version 1.0 of the assembler is going to use two banks of XE banked memory. I received some good suggestions that I want to implement, plus moving the monitor into banked memory will use up too much space in a single bank, leaving insufficient space for the symbol table. I hope this does not inconvenience anyone, but it is the best way to ensure the largest amount of main system RAM will be available to the user, without making any compromises.

- New since version .9 -

A long standing bug which could trash the Esc menu has been fixed.

The TAB compression could sometimes mess up .BY statements with ASCII strings.

The debugger is now ZP clean, so all of ZP is available for the user.

You can look at RAM under the OS, by setting the bit in \$D301, as long as you are using SpartaDOS or some method of handling interrupts when the OS is disabled. Previously, this used to crash the debugger, which uses the E: OS routines for text output.

A faster version of the Hyper_E screen accelerator is included.

- New since version .8 -

Several intermediate versions were released, from .81 to .84. Depending upon which version you had, some or all of these changes may already have been in place.

Fixed problems in the startup code, that could cause crashes either starting the assembler, or returning to it from DOS.

The debugger crashed when giving an address in the I command.

The RTI instruction was not traced correctly in the debugger. This bug has been here for almost 10 years! I guess in all that time, I never had an occasion to trace through an RTI.

Fixed problems with extra CR's in the assembly listing. Note that the only way to send assembly listings to the printer right now, is by using I/O redirection through DOS, or you can use the 'O P:' command from the monitor. I'll provide an option in the Esc Menu in the future.

The editor functions for label searching, and 'JSR', did not work when the source was entered in lower case.

Raw files loaded with the .BI command were not handled properly when assembling to disk.

Documentation for the SET directive was incorrect. The correct usage is:
SET label = expression

8-Bit News #2

Date: 4 May 1995 17:13:15 GMT
From: followel@ix.netcom.com (Byron Followell)
Subject: PC Xformer 4.0 !

Hello all,

I just received the new newsletter from Branch Always Software. Not only are they working on GEMulator 4.0, but they are also working on PC Xformer 4.0 and shooting for a summer release! It is a 130XE emulator similar to v.3.0 but it is said to be even more compaitible (sp?). It will be a Windows based program, so it will work with almost any sound card and, as with v.3.0, it will support pc printers, modems and joysticks. No pricing as of yet.

I also received a disk from them that had the GEMulator 4.0 preview program and a copy of PC Xformer 2.52, an updated version of their freeware preview program. If any of you are interested in that, let me know what site you would like it uploaded to and i'll make sure it gets there in a couple of days. One site i'll definitely send it to is James King's site at ftp.xmission.com

Sincerely,
- Byron Followell
followel@ix.netcom.com

8-Bit News #3

Date: Sun, 7 May 95 00:58:48 -0500
From: F Tooned <ftooned@delphi.com>
Subject: FTe has MOVED TO ARIZONA.

Hi Everyone!

Well, the past few weeks have been interesting to say the least. Some last minute decisions have had to be made, with the result being that Fine Tooned Engineering HAS MOVED TO ARIZONA. Just when things were starting to settle in and get organized... Moving can be traumatic enough, but moving a business is even worse! (believe me)

Things are running behind schedule again, and as soon as I can get unpacked and set up again, I'll be able to post more info and release dates. The "new" address is

Fine Tooned Engineering
PO Box 31270
Mesa, AZ 85275

If you've mailed something to the old address, don't worry. That box will still be active for a short period of time. The mail will take a little bit longer to get here though...

(On the brighter side of things, FTe probably won't be moving again for a while. <grin>) Thanks, Mike

8-Bit News #4

Date: 17 May 1995 08:30:23 -0500
From: REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol CFR)
Subject: Current Notes Changing Hands

Joe Waters has given me permission to release the following information:

Current Notes is changing hands. The May/June '95 issue will be the last published by Joe Waters, who has been at the helm for about 11 years. That issue is at the printers and will be mailed shortly. Subscribers should have it in a week or so. There was a two week delay do to transition activities and Joe's hurt arm. (He couldn't type for awhile.)

Details on all this will be contained in Joe's editorial, which I haven't read yet.

The new owners are Canadian.

I plan to help in anyway possible during the transition to the new owners. (I'm still collecting and editing 8-bit articles.) I do plan to step down after the transition so some new blood can be infused into the operation. I've been at this for three years myself.

By the way, the May/June issue of Current Notes has a ton of 8-bit articles.

More to follow as events unfold.

Rick Reaser

8-Bit News #5

Date: 19 May 1995 16:30:12 GMT
From: brasoft@coho.halcyon.com (Darek Mihocka)
Subject: PC XFORMER and GEMULATOR info on the Web

Branch Always Software is now on the World Wide Web. You can access our home page at "http://www.halcyon.com/brasoft/". You can connect now and immediately download the latest freeware version of PC Xformer, the Atari 800XL emulator for MS-DOS, Windows, and OS/2 Warp.

Within a few days we will also have the PC Xformer 3.0a and Gemulator 4.0 product announcements posted, along with screen dumps of the new Gemulator 4.0 Mega STE emulator for Windows and OS/2 Warp, and a complete list of Atari dealers who sell Gemulator and PC Xformer.

If you only have news access but not web access, you can still email us and we'll mail you our free product brochure which contains all of that information. Just send us your postal mailing address if you would like it mailed to you, or your fax number if you want the information faxed to you directly. Our email addresses are:

Internet: brasoft@halcyon.com
America Online: BRASOFT
Compuserve: 73657,2714
GEnie: BRASOFT
Microsoft Network: BRASOFT

- Darek

8-Bit News #6

Date: 29 May 1995 22:15:29 -0500
From: REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol CFR)
Subject: Current Notes Continues

Many of you have received the May/June issue of Current Notes. In his editorial, Joe Waters announced that Howard Carson (in Canada) as the leader of the group that is taking over ownership of the magazine. Many of you are familiar Howard through the Toronto Atari Federation (TAF) ACE '95 event as well as his column in Current Notes. Howard also recently purchased an 8-bit machine has been active on the FidoNet 8-bit echo on that front.

I am still collecting articles for Current Notes and will turn them over to the new crew when they get settled. I do plan to step down as the 8-bit editor after I assist in the transition.

The May/June issue is packed with 8-bit stuff. (There are a number of other fine pieces by Dave Troy and Dave Small as well.) Here's the run down:

8-bit Tidbits - Rick Reaser (my column)
Tips for Using Fast Fingers - Tom Andrews
IceT - Kent Johnson
FlickerTerm - David Paterson
QWK8: Offline Messaging for the 8-bit - Robert Stout
Constraints Improve Art - Joe Walsh
The Swift Report: Another Look - Joseph Hicswa
The Search for a Graphics Processor - Tom Andrews

I didn't mention Tom's second article in my column, since I got it after I'd turned in my column. There are probably several confusing things in the magazine, since things were all written at different times (like Troy's, Carson's and my pieces). Joe's editorial was written last so it is the most accurate.

Rick Reaser

8-Bit News #7

Date: 31 May 1995 00:14:22 +0100
From: David Firth <david@signus.demon.co.uk>
Subject: NEW: Atari 800 emulator for Unix et al.

If anyone would like a copy of this program or can suggest a suitable ftp site please E-mail me or post a followup message. Its supplied in a 30K tar.gz file. ROM images should be obtained from the XF25 package.

The README file follows:-

Atari 800 Emulator for Unix et al, Version 0.1

Copyright (C) 1995 David Firth. E-Mail: david@signus.demon.co.uk

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 1, or (at your option) any later version.

This is the first release of my Atari 800 emulator for Unix (consider it an early Alpha). My main objective is to create a portable freely distributable emulator (i.e. with source code available). It can be configured either as text only or using X-Windows.

The text only mode is only useful for running programs such as MAC65, Atari Basic etc. I have had this version running on Linux, SunOS 4.1.3, Solaris 2.4, VAX/VMS, CBM Amiga (Dice C) and the HP-UX 9000/380.

The X-Windows version supports graphics but runs *very* slowly. This appears to be beacuse of the refresh rate that I am achieving through X-Windows.

I create a window of 384 pixels by 240 pixels which is enough overscan graphics. I also create an Image of the same size. The Image is built up scanline by scanline by calling the X-Windows PutPixel function. When the Image is complete the X-Windows PutImage function is called to move the Image onto the window. I tried writting directly to the Window but that appeared to be even worse.

If anyone has any suggestions as how to improve the refresh rate please forward them to david@signus.demon.co.uk

I used to have support for SVGALIB in Linux but removed it when I increased the resolution for overscan modes. Thinking about it, I could have just copied the base 320x192 pixels onto the screen - I'll probably put it back in.

Why have I written this emulator instead of using PC Xformer?

A few years ago (85/86) I wrote a small 'test' compiler for the Atari 800 computer (It was never released commercially but has had a commercial game written in it - Enigmatix released by Page 6). For historical reason I would always like to be able to keep a usable copy of my first compiler.

This was not possible using PC Xformer since it only runs on MS-DOS and without access to the source code have no chance of porting it to future computers. This emulator originally had a text only interface which is all I needed, but as so often happens one gets carried away :-)

PS. If anyone is intrested in the compiler I can make that available as well.

Features

48K/52K Atari 400/800 emulation (optional RAM between 0xc000 and 0xcfff)
Slow and Slow modes of operation :-(
Should run on any Unix computer running X-Windows.
Display List Interrupts.
Vertical Blank Interrupts.
All Antic Display modes.
Player Missile Graphics with collision detection.
Character vertical reflect, invert and blank.
Files can be stored directly on your host computer via the H: device.
(H: replaces the C: device which serves no useful purpose)
Reads XFD disk files.
PIL modes - allows memory between 0x8000 and 0xbfff to be toggled between RAM and ROM.

Bugs / Known Problems

A lot of colours have the wrong RGB values. Contact me if you know a way of converting the Atari colours into RGB values. I am using a lookup table but a lot are just set to cyan (R=0x00, G=0xff, B=0xff).

A few programs cause the emulator to enter its built in debugger. The reason for this is unknown at the moment.

Future Atari 800 Enhancements

Hardware scrolling - pointless until the screen refresh rate is improved.
GTIA graphics support for ANTIC modes.
Atari 800XL/XE emulation.
Printer support (Print to file + spool on close).
Disk swapping
Specify cartridge to load.
Paged memory using PORTB.

It may be possible to add support for Super Cartridges - The only problems are :-

1. I don't have any.
2. I don't know the how the banks are selected. I assume that it would be by writing to an appropriate bank selection address. If so, it could be easily emulated with additions to the GetByte and PutByte functions.

--

David Firth <david@signus.demon.co.uk>

Subject: ST Xformer 3.0 with source code
From: Darek Mihocka, brasoft@coho.halcyon.com
Date: 6 Jun 1995 20:35:22 GMT

LONG MESSAGE!

With the increasing use of my PC Xformer 2.52 and 3.0 emulators of late, there seems to be a corresponding increase in the number of questions I get and postings I see in comp.sys.atari.8bit from people asking about ST Xformer and other Atari 8-bit emulators. ST Xformer was a shareware Atari 8-bit emulator I developed back in 1986 through 1989 and have since made public domain. Although I released the source code to ST Xformer several times (once in 1987 in ST LOG magazine and again in 1989 via online services) it seems that most people are unaware of the fact the source code has been available for 8 years (including a "how to write an 8-bit emulator" article that I wrote in ST LOG). As such, a number of budding emulator writers have been re-inventing the wheel trying to write their own emulators and failing or producing miserably slow versions that are just unusable.

Also, quite a number of people have been asking about a version of ST Xformer for the 68030 to use on TTs and Falcon. The story on that is this: back in 1991 I had a TT and I did make modifications to ST Xformer that allowed it to run on the TT. However, the ST Xformer consists of mostly highly optimized 68000 code which isn't very well optimized for the 68030 (when you optimize for one you "unoptimize" for the other) and so the actual execution speed of "TT Xformer" on a TT was no better than regular ST Xformer on a 16 Mhz ST - roughly the normal speed of an Atari 800. As such I abandoned that idea. Since then quite a number more TTs and now the Falcons have been sold, and there is increasing interest to port ST Xformer to the 68030, which in turn would also permit someone to easily port it to the Macintosh. There is one idiot running around right now claiming to be developing an 8-bit emulator for the Mac, but after exchanging some email with the guy it's clear that he has no clue what he's doing.

Now, I have no plans to buy a TT or Falcon again to develop a 68030 based Xformer, and my Mac at home is only 68020 based. I also don't like to see people re-inventing the wheel, botching it, and giving emulators a bad name as a result. PC Xformer 3.0 is proof that not only can you write a basic 6502 emulator (as many people have done) but you can also make it emulate the complex graphics hardware of an Atari 130XE and display those graphics in real time.

So it is perfectly plausible to write an Atari 130XE emulator for a TT or Falcon or Macintosh and have it run Atari 130XE programs at full speed with graphics support. ST Xformer does about 70% of the work (remember, it's 6 to 9 year old code!) and someone needs to do the remaining 30% to add 68030 support and improve the video support.

I also want to see some common disk format being used by all these emulators. Right now there seem to be 3 formats in use: the XFD format used by ST Xformer and PC Xformer, the ATR format used by PC Xformer and the SIO2PC cable, and the DCM format used by 8-bit BBSs. If possible I would like to standardize on one of these formats and have it be used by everybody - real 8-bit users, ST/TT/Falcon Xformer users, PC Xformer users, Mac Xformer users, and whatever else comes along. I don't want to see more and more emulators pop up, each trying to use a different disk format. That doesn't help anybody. The Atari market is small, the Atari emulator market is even smaller, and if everybody could settle on a

common method of transferring files it would help everybody, including my users of PC Xformer. Yes, I have selfish reasons. <grin>

So here is what I have decided to do. I will re-release the ST Xformer source code this weekend. It is ST Xformer 3.0 source code, which is almost identical to ST Xformer 2.55 source code released in 1989 except that it has bug fixes to some common bugs (such as the "font doesn't look right the first time you boot" bug).

All you budding emulators writers out there are free to take the code and port it to a TT or Falcon or Mac or any other 680x0 based machine. Use me as a reference. I will answer any questions you might have about the code, help you get around the 68030 problem, help you understand the workings of the Xformer Cable should you plan to support that, and any other such question. The only catches are: I will not write any code for you, I will not supply you with any PC Xformer code (sorry), and anything you develop and release to the public CAN'T BE CRAP!

If you are such a budding emulator writer, send me email at brasoft@halcyon.com and we'll talk some more. Everyone else, you can download a copy of ST Xformer 3.0 and source code from the Branch Always Software web page at <http://www.halcyon.com/brasoft/>. Again, I will post it in a few days so it may not be up when you read this.

- Darek

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Darek Mihocka, email:brasoft@halcyon.com <http://www.halcyon.com/brasoft/>
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

8-Bit News #9

Date: 9 Jun 1995 10:10:07 -0500
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE)
Subject: Atari 8-bit Support From Richard Gore

ATARI 8-BIT SUPPORT FROM RICHARD GORE

ARENA XL/XE 64K Disk only PRICE: #5 (\$10)
----- The full 50 level version of the excellent puzzle game that
 was a demo bonus on Page 6's issue 66 disk. You must guide
a set number of balls to the exit by strategically positioning pieces
of wall. Good graphics and very addictive.

BUBBLE ZONE XL/XE 64K Disk only PRICE: #5 (\$10)
----- A fast blast em set on a grid being invaded by expanding
 bubbles. Collect the tokens and see how far you can
 advance. Original gameplay and top notch graphics make
this a game of high quality.

JAWBREAKER 16K Disk, Tape, Rambit Turbo tape PRICE: #4 (\$8)
----- Classic maze game based on Pac-Man, munch the sweets but
 don't forget that important dental hygiene! Two
different mazes are supplied which were originally sold as separate
games for nearly \$30 each on release. Double the value and a bargain
price as well.

MOUSEKATTACK 48K Disk, Tape, Rambit Turbo tape PRICE: #4 (\$8)
----- Another classic maze game, but this one involves you
plumbing the levels of Rat Alley. Addictive arcade
action with a simultaneous two player option.

MAZE GAMES OFFER: Buy both Jawbreaker and Mousekattack in one pack
^^^^^^^^^^^^^^^^ for the bargain price of #6.95 (\$14)!!!!

TUBE BADDIES 64K XL/XE only, disk only PRICE: #4.95 (\$11)
----- Tube Baddies is an arcade, strategy type game. The
Tubular Underworld is being attacked by Tube Baddies,
you must stun these baddies, and then bounce them off the walls into
the collection bucket before the Inspector arrives. The graphics and
sounds are top class and the gameplay is great even if it is hard to
describe. Tube Baddies was to be launched by Atari UK several years
ago, but they changed their mind, but now its available at last!

BLACK LAMP 64K XL/XE only, disk only PRICE: #4.95 (\$11)
----- This is a wonderful gothic arcade platform adventure. As
Jolly Jack the Jester you must collect the Lamps in
order to restore peace to Allegoria. Excellent music and fx and some
of the best graphics ever seen on an 8-bit Atari game couple with good
gameplay and a genuine aim to make this a must for your collection.

SPECIAL LAUNCH OFFER: Buy both Tube Baddies and Black Lamp for only
^^^^^^^^^^^^^^^^ #9.50 (\$20).

GTRACKER XL/XE 64K Disk only PRICE: #6.50 (\$14)
----- A new sequencer program for Replay (or Parrot) compatible
digitised sound samples. You can construct your own digi-
tunes using your own samples. Supplied with several sample tunes, a
player program, 6 page manual and a free PD demo disk showing just
what can be achieved. Now also supports stereo editing of mono
samples, ie you can play your mono sample on either the left or right
channel or even on both channels simultaneously and switch between
channels at will. Playback via the separate Player program (supplied)
is as you designated when you edited your 'digi-tune'. Of course you
need a suitable upgraded stereo (Gumby compatible) machine to take
advantage of the stereo features. Compatible with mono machines, all
the sounds will come from just the one speaker.
We will also be releasing extra tune data disks in the future as well
as new utilities and a XE version using the extra banked memory.
Updates, where desired, will be available on receipt of your master
disk and for the price of return postage and packing.

SUPER PRINT LAB XE XL/XE 128K Disk only PRICE: #6.95 (\$15)
----- A new monochrome design and print program
developed for 128k (130XE type memory) users.
Features include the usual array of drawing tools as well as programs
to create icons, split a screen, mix 2 screens and a mini database for
creating labels. Printer support is included for Atari 1029, Epson
compatibles and the Atari 1020 in upto 4 colours!! Yorky compatible.

YORKY 256K MEMORY UPGRADE

A 256k memory upgrade that simply plugs into the PBI port of your
800XL (or internal 64k 600XL). NO soldering is required. Supplied
ready to plug in and use with all the necessary RAM chips, the manual
and a disk of support software.
VERY FEW UNITS LEFT. THIS COULD BE YOUR LAST CHANCE TO OBTAIN ONE.

PRICE: #50 +p&p (UK #2, EC #3.50, WORLD #5) or \$90 complete.

I also have limited stocks of the following commercial software items. The software items below are brand new, in their original packaging, with English manual(s) and most are still shrink wrapped. You are advised to check availability before ordering.

Halley Patrol	(disk)	#3.00	(\$6)	Antic educational software.
Summer Games	(disk)	#5.00	(\$10)	great olympics sports action.
Solar Star	(disk)	#5.00	(\$10)	also known as Sun Star!

ONE ONLY: Gauntlet Deeper Dungeons (disk)- Mindscape version #2 (\$4)
----- Miner 2049er (rom)- no box or docs #2 (\$4)
Desert Falcon (rom)- sealed brand new #6 (\$14)
Dropzone (disk)- sealed brand new #5 (\$10)
These items are offered on a first come first served basis.
E-mail me to reserve anything you might want.

All software prices include postage and packing to UK addresses, overseas please add #2 per order. Prices in US\$ include shipping but payment must be made in US\$ cash (notes only please - no coins). UK pounds are accepted in cash, cheque (made payable to Richard Gore), IMO or postal order. From within Europe Eurocheques are acceptable. Contact address:-

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (01302) 784642 after 7pm (GMT) weekdays
any reasonable time at the weekends

E-mail: chmrig@leeds.ac.uk

Coming soon..... Golf Tour 95, Gtracker XL Utilities and more....

8-Bit News #10

Date: Tue, 13 Jun 95 04:01:11 -0500
From: F Tooned <ftooned@delphi.com>
Subject: FTe's status

Well, I've been here in AZ now for almost 6 weeks. I don't know my way around here yet, and with all the time that I've been putting into work, I don't exactly feel like I've "settled in" yet. Unpacking stuff has been a major drag! It took me about 3 weeks just to find the MIO II prototype, but it survived the move and is running fine now.

I've finished the manuals for the "Sweet 16", and they should be starting to appear within the next week or so. I had a problem with the latest version of the MAE assembler, and needed to get it fixed before sending it out with the manuals.

The move has been expensive, so I'm just trying to get a little bit of extra cash together to get the boards into production. (MIO II) The MARS 8 is getting very close to completion as well, and will be released right after the MIO II.

I did manage to make it to the NWPAC meeting in Phoenix last Sat., and sign up as a member. Dale Wooster (Prez) has a really nice manual that

is available for the latest version of TextPro, and is highly recommended.

I do have a lot more space here than I did in CA, and it's amazing how fast it all seems to evaporate when you're working with the Atari's. My place is literally "decorated" with 'em, and it's a pretty cool vibe as long as all of the power supplies remain tucked away.

It looks like I'm gonna be here for quite some time, and now that I've managed to get all the computers set back up and running, I feel really positive about getting caught up this summer on all of FTe's projects. I've got a few surprises in store, and will be discussing them at length once the MIO II and MARS 8 start to ship.

I've also been working with a scripting terminal language called CASL, and should be able to automate the new catalogs, updates, etc. via E-Mail here very soon... I haven't forgotten about anyone, and now that the "move" is essentially over, FTe should have a much stronger presence in the market by July or August.

Thanks to everyone for their trust and patience. It's been a long wait for me too... <grin>, but FTe is in better financial shape than it ever has been, and quite franky... I couldn't imagine having a better time than I do when working on the Atari's 8-Bits. (With the Sweet 16 now available, the Atari's "could" be referred to as 16 bitters... pretty weird, huh?)

Mike (FTe)

8-Bit News #11

Date: 16 Jun 1995 12:24:05 -0700
From: David Firth <david@signus.demon.co.uk>
Subject: Atari 800 emulator for Unix

I have just made available version 0.1.5 of this emulator. It can be obtained via ftp from ftp.demon.co.uk in the /pub/emulators directory.

Here is the list of changes:-

Changes in 0.1.5

-
- CURSES text only mode (Support for various terminals)
 - Display list jump instruction corrected.
 - Fixed SIO module (It didn't update DSTATS)

Changes in 0.1.4

-
- Changed GetByte and PutByte to macros
 - Added SVGALIB support for Linux which is much quicker than X11.
 - Added support for OSS Super Cartridges (Thanks to Dave Bennett)
 - -rom option to specify alternative cartridges
 - -oss option to specify alternative OSS Super Cartridges

Changes in 0.1.3

-
- Compilation option for double size screen
 - Trigger now initialises to not pressed
 - Joystick now initialises to central

- Fifth Player support added
- Support for Paddle 0
- Preparation for changing GetByte and PutByte to macros.

Mail me if you have any problems

David Firth <david@signus.demon.co.uk>

8-Bit News #12

Date: 26 Jun 1995 12:11:32 -0500
 From: ehalliw@emh.kunsan.af.mil (Earl C Halliwell)
 Subject: FlickerTerm 80 v0.51

ATTN, Flick fans!

I have just uploaded version 0.51 of FlickerTerm to [an] FTP site. I would have spread it around more but I'm moving in two days and kind of pressed for time.

Still no capture or protocols, but Flick now has:

- Onscreen ROT-13 decode
- Print screen with settable margins
- A file menu
- EOL click
- User-definable character attribute maps
- Assign any console+key combo to any joystick direction or CX85 key
- Macros, macros, macro! 10 at once, with 70 characters per macro, plus rudimentary commands for pausing and commenting
- Arrow key mode... one-key cursor movement!
- Corrected handling of Application/Cursor/Numeric key modes
- Improved incoming CR/LF reinterpretation
- Ability to set data bits and parity
- Plus the usual speed optimization tweeks...

Enjoy!

--

Clay Halliwell		ATARI XL/XE	DO + THE
ehalliw@emh.kunsan.af.mil		8 - B I T S	M A T H

Lonersoft ... Solutions you don't want, for problems you don't have!

8-Bit News #13

Date: Mon, 26 Jun 95 23:12:11 -0500
 From: rldetlefsen@delphi.com
 Subject: User Group/BBS Survey '95

JUNE 1995: this is a effort to list all known active Atari users Groups and BBSes. The last list was around Oct 1993, and includes info mostly from Atari User and Atari Classics magazines. Is assumed to be out of date. Please fill out and return via email or regular mail. Also, pass this around as we need as much information as possible. Save a copy for future changes.

SOAPBOX: The Atari market and active User base is shrinking. Many people are isolated, many have been lost. The available users must support the User Groups, BBSes, Vendors, Magazines, and Online Services to the fullest extent possible. Compuserve, Genie, and Delphi all have weekly conferences at the lowest prices ever. We must let people know support

is still available. Only in doing this will Atari support and the enduser survive.

The results of this survey will be posted to online services as a list and possibly as a file for importing into databases. Updates will be posted as needed. Please include 8 bit, ST/TT/Falcon, Games systems, Lynx, Jaguar, Portfolio, etc.

Atari Computers User Group and BBS Information Survey

General:	New/Update:
Group Name:	Accronym:
Systems Supported:	Year Started:
Online Contact:	Online Address:
Mail Contact:	Phone:
Address:	
City:	ST: ZIP: Country:
Would you share your member list for future mass mailings(Y/N):	

Newsletter:

Name:	
Frequency:	Disk/Paper/Electronic:
Contact:	Phone:
Address:	
City:	ST: ZIP: Country:
Notes:	
Would you be interested in contributing/subscribing to a national or global Atari Support newsletter(details)?	

Memberships:

Yearly Dues:	Prorated: (Y/N)
Number of members(by System):	
Contact:	Phone:
Address:	
City:	ST: ZIP: Country:
Notes:	

Meetings:

Name	Day/Time	Location
----	-----	-----
1)		
2)		
3)		
4)		
5)		
Contact:		
Address:		
City:	ST: ZIP: Country:	
Notes:		

Libraries:

System	Size	Avail by Mail	Cost
-----	----	-----	----
1)			
2)			
3)			
4)			
5)			
Contact:			
Address:			

BBS :

COMMENTS and other Info:(Events, Dealers, etc.):

Please fill out and send via email to:
Rick Detlefsen Compuserve:74766,1561
 Genie:R.DETLEFSEN
 Internet:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
 C/O RICK DETLEFSEN
 8207 BRIARWOOD LANE
 AUSTIN, TX 78757-7642

Please pass along to other User Groups. Also, pass along to all known BBSes, so that the BBS list can also be updated. I'd like a copy of a newsletter if available. I'd appreciate volunteers that could be responsible for getting information in a state/province/region.

Send 8 bit vendor info to Michael Current at: mcurrent@carleton.edu. I do not have a contact for ST or other vendors lists.

Thank you very much, Rick Detlefsen.

```
"global atari survey" survey.ga 23june95
post lists as groupga.txt or bbsga.txt
```

8-Bit Feature Article

Subject: Sparta Compatibility Problems
From: ud264@freenet.victoria.bc.ca (Ted Skrecky)

First, if your program runs correctly under MyDOS and is not using OS or extended (SDX) RAM, then your org is almost certainly not a problem. Memlo under MyDOS is considerably higher than with Sparta even after the addition of a RD handler and TD line. Sparta itself, does not use any RAM outside it's assigned ranges with the possible exception of calls to the floating point routines.

Rick's explanation of the usefulness of INITAD is 100% correct but a bit terse. You load a segment of code, load INITAD, do your first bit, and then repeat the sequence as often as you wish, using the same RAM if desired. I've written multi-segment COM files which work entirely in the printer and cassette buffers using the same technique and Sparta itself boots in this way. RUNAD is obviously less understood by many as I've seen people load it several times in a single file, eg.

```
    *= $xxxx
INIT1
    code
    RTS
RUN1
    code
    RTS
    *= RUNAD
    .WORD RUN1,INIT1
;   end segment
    *= $xxxx
INIT2
    code
    RTS
RUN2
    code
    RTS
    *= RUNAD
    .WORD RUN2,INIT2
.END
```

The first segment will load, INIT1 will execute and return to DOS to load the next segment. Once loaded, INIT2 executes and returns to DOS to JMP (RUNAD) which points to RUN2. The code at RUN1 never gets executed. The above code could be replaced with the following and would execute identically:

```
    *= $xxxx
INIT1
    code
    RTS
    *= RUNAD
    .WORD RUN2,INIT1
;   end segment
    *= $xxxx
INIT2
    code
    RTS
RUN2
    code
    RTS
    *= INITAD
    .WORD INIT2
.END
```

The point is, it doesn't matter when you load RUNAD, only what last value you stick into it. Whereas INITAD will always cause execution of the code pointed to as soon as the vector is loaded. DOS checks INITAD for (usually) a non-zero value after each load segment.

Sparta always handles INITAD correctly but seems to ignore RUNAD and prefer

to jump to the load address of the first byte of the file. So the guy who mentioned using an RTS as the first byte and INITAD to point past it was on track. With my own files, I generally use LDA #\$60 and STA START as the first ops of the final run code. Either technique fixes a problem you run into with Sparta: a tendency to rerun the same file after an RTS. This can usually be cured by a JMP (DOSVEC) exit but ensuring an RTS at the original org adds safety.

I puzzled over the same exit problem you encountered and came up with the same solution, exit via JMP when working under Sparta. It's taken a lot of disassembly and head scratching but I think I know the reason: Sparta installs a custom E: Get Byte routine for its command line interface. On boot or reset, it copies the OS device table into DOS, points HATABS to the copy and replaces the Get vector with its own.

Any program which closes and opens the E: device will toast the address in HATABS as the OS will point it back into ROM. Obviously a JMP (DOSINI) or JMP (DOSVEC) will fix it as DOS would always have to reset things after exiting BASIC, TextPro, etc. while a RTS leaves DOS looking for input from the wrong code and buffer address.

Generally, I find it simplest to use a standard programming format for all programs designed to run under any DOS:

```
    *= $xxxx
INIT1
;
; intro blurb, etc.
;
    RTS
;
    *= INITAD
    .WORD INIT1
;
    *= $yyyy
INIT2
;
; real init stuff, syntax, etc.
;
    RTS
;
    *= INITAD
    .WORD INIT2
;
    *= $zzzz
RUNIT
    LDA #$60    Insert an RTS at the
    STA $xxxx  file's original org.
;
; Code to identify dos and set a flag
; for exit and other uses such as
; accessing Sparta's OS RAM vectors
;
MAIN
;
; Code to nuke Intels, Tramiels, etc.
;
EXIT
    LDA DOSFLAG
    BEQ XSPARTA
```



```

RTS
;
XSPARTA
  JMP (DOSVEC)
;
  *= INITAD      Use this for non-Sparta
  .WORD RUNIT    compatibility

```

Use of INITAD for the final run address allows the program to be appended in an autorun for any DOS while stuffing an RTS into the first byte ensures that when Sparta attempts to rerun it, it's harmless. Under Sparta, the JMP (DOSVEC) will not terminate a batch file, DOSINI probably does. Under most other DOS a JMP (DOSVEC) would send you to DUP.SYS while going through DOSINI would take you to an RTS.

You can safely, and probably should, use the JMP exit with BW-DOS and DOSXL as many of their COMs work correctly under Sparta. Note that any DOS I've ever looked at, always stuffs \$FF into the stack pointer when you call it via DOSVEC so you can ignore the stack.

To date, I have found none of the foregoing to be inapplicable with SDX.

I haven't gone heavily into identifying other DOS types but:

a. the Sparta manual mentions that many COMTAB offsets apply to DXL which might help differentiate it from DOS 2;

b. BW-DOS will look like Sparta 3.2d in \$700-\$701 but \$703-\$704 will be ASCII "BW";

c. the first (12 I think, 10 at least) bytes of Sparta 2.3 consist of a jump table of addresses on page 7 in .word order;

d. with Sparta 3.2+ I've been using SMEML0 (COMTAB+30) to pick up 3.2g; any 3.2 except "g" will have an msb of \$18, "g" will be \$17 (only matters if you're worried about D9:)

I hope this helps as I'm looking forward (once I get a new pair of glasses) to Flick80 with a capture buffer.

Best wishes
John Picken

8-Bit Commentary

With such a huge 8-bit section this month, what else is there to say??

Until next month,
-Michael Current

16/32-bit Support Area

=====

Mark S. Smith

JV Enterprises Interview by Mark Stephen Smith.

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Background information:

We started JV Enterprises by writing a book called computer basics. We decided that the book industry was a little too competitive so we decided to stick to what we do best, design and program games. Our first game we wrote was medieval chess. We wrote several others in the mean time. Towers I was our first major project.

Q. When did you start using the Atari, and what made you program for it?

A. We started using the Atari since the 800 days. We liked the machine, it was simple too use, and it was cheap.

Q. How well did the original Towers game do?

A. It actually did ok. Unfortunately, all the other businesses we were involved in (i.e.. phone company, rent, power company, etc.) took all the money we made from it :).

Q. What made you decide to do the sequel on the Falcon?

A. We bought Falcons and wanted to see a game for it, plus we had ideas for programming on the Jaguar and the Falcons true color screen came closest to the Jaguar.

Q. What do you think of the Falcon?

A. Damn fine piece of machinery, too bad there isn't more support.

Q. How long did it take from the initial idea to the complete working product?

A. For Towers II it took approximately 10 months from initial idea.

Q. Did the design tailor itself to the implementation details, or vice versa?

A. A little of both. I designed an outrageous game and Vince told me that it wouldn't work. So we compromised.

Q. What problems did you encounter when doing the sequel, and how did you overcome them?

A. SPEED, SPEED, SPEED. For this game we just used the cpu for graphics. We had to come up with ways to speed things up. If we had to do it again, we could do it even faster now...

Q. One of the more powerful aspects of the Falcon is the DSP chip, in what way if any did you utilize this chip?

A. Sound, the mod player is running under the dsp so that it would take no cpu time.

Q. What are the technical specifications of Towers II?

A. Towers II is a 160 X 134 Draw playfield that we shrink or enlarge to fit the screen. It runs at about 10 frames a second in 65000 colors and has a mod player running at 50K hertz with stereo sound effects.

The Jaguar version is planed to be a 320X200 draw playfeild, drawn directly to the screen. It will have floor and ceiling textures, run at about 12 to 15 FPS, have music with stereo sound and improved drawing algorithms. A full cartridge save, and a full memory save (so you can explore without ruining your save), will also be implemented.

Q. Are you now happy with the finished product?

A. Yes, we were very satisfied with Towers II. We feel that we created a fun game for beginner to expert players. As you know the beginning levels were created for people to get used to this style of

game, and in the upper levels it starts to get much more challenging.

- Q. Now it's finished what would you change if you had the choice, and what technical improvements do you think are possible if any?
- A. Now that we are finished with Towers II and the engine is over a year old, we feel that now we could improve the speed and gameplay. When we finished Towers II, we thought that we had pushed the Falcon to the limits. Now we feel that the Falcon still holds plenty of potential and hope that other programmers continue to explore the possibilities.
- Q. The engine to drive Towers II seems fairly powerful, would it be easy to reuse for similar style games?
- A. The engine for Towers II was designed for speed. It wasn't really designed as an engine but merely for speed. We feel that the public deserves constant updates and improvements. We would be ashamed to release another program with that engine, knowing that we could do better.
- Q. If the above is true would you consider licensing the the code or making it available to others for a fee?
- A. If somebody wanted it, sure we let them use it. Although, as I said before, it really wasn't designed that way.
- Q. Are you planning on doing Towers II for any other platforms?
- A. The Jaguar and possibly a PC version.
- Q. Will there be a Towers III?
- A. There is one planned, but not immediately. We have several other projects on the drawing board that get first dibs at reality.
- Q. What do you see as your next project, and how do you see the future of JV Enterprises?
- A. Our goal is to move more toward consoles (like the Jaguar). Our ultimate goal is to do true VR.
- Q. Will you be moving to other platforms or staying with Atari in the future?
- A. At this date it is impossible to say. However, we like the Falcon and the Jaguar alot. They are both excellent pieces of hardware...
- Q. What do you think will be the state of Atari at present and in the future?
- A. We think that Atari will remain a console player for awhile. We feel that even though all these new systems are coming out, Atari still has a great chance as being a major competitor.
- Q. What do you think of the Jaguar and would you like to develop for it?
- A. We think that Jaguar is a great system and we are currently developing for it.
- Q. What do you think of the problems of piracy on the Atari and have you suffered from this in anyway yourselves?
- A. We have no information concerning this, nor do we care. We feel that the Atari community is a very tight knit community that looks out for each other. The system couldn't have made it this far if that wasn't true...
- Q. Will there be an official Towers II help guide, and are there any cheats in Towers II?

- A. Probably no official help guide. Unless they make one for the Jaguar. There really are no cheats in the game, just some very hard to find places.
- Q. What were your influences for the game?
- A. We were influenced by our goals in the past. We always wanted to do a 3d type roll playing game since we started programming.
- Q. From a development point of view what aspect of Towers II took the longest to get right?
- A. The design. Roll playing games have a tendency of being huge.
- Q. What do you use as your development system?
- A. 2 Falcons. a digitizer, paint programs, and a ray tracer.

My thanks go to Jag Jaeger and Vince Valenti of JV Enterprises for answering my questions. Watch out next month for more hot news on their Jaguar developments, with details on how Towers II is shaping up for the Jaguar. Also watch out for my interview with Stuart Denman the author of Speed of Light.

Speed of Light Review v3.8

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Review by Mark Stephen Smith (msh@dl.ac.uk or dlms@nessie.mcc.ac.uk)

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Date: 11/7/95

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Speed of Light has been around for many years now on the Atari. Starting off as a GIF viewer it has developed into a powerful picture viewer and colour editor. Its latest incarnation is version 3.8 containing mainly bug fixes over

previous versions. Speed of Light or SOL as I will refer to it from now on is Shareware and whilst perfectly useable has some of the more advanced options crippled in such a way as to encourage registration. The whole set of tools and their use is too great to go into in detail, even in an review this large, I will however try and give a flavour of their use and power so you can get a feel for the program as a whole.

What is SOL and what does it offer?

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SOL firstly is a picture viewer, within the program however it sports a wide variety of features so as to get the best out of your pictures. It works on all Atari formats (ST, Falcon, TT, Mega) and works in all resolutions in up to 256 colours. It supports a wide variety of formats and is one of the fastest GIF file handlers on an Atari. SOL now supports the DSP in the Falcon for JPEG

decoding. It is MultiTos compatible and recommended for maximum speed to be run in conjunction with NVDI or Warp.

Registering the Program

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This review is based upon the registered version of Speed of Light. To

register is simple, just start the program (see "Getting Started" below). Upon loading you will be greeted with a screen allowing you to enter your registration details. Enter your details and choose "Print EZForm", this will create a document which can be printed or saved to disk with your details which you send to the author (or local registration handler) along with the registration fee. They in turn will generate your registration key.

Once you have received this key load the program and enter it along with your details, the program then becomes the registered version and will work without any features being disabled. You only have to register once, with subsequent loads taking you straight to the main menu.

This form of registration is quick and easy and your details and keycode only have to be entered into future versions for you to receive a full registered upgrade.

### Getting Started

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The program is available from many PD libraries, FTP sites, Stuart Denman's and my Atari Web pages, as well as making an appearance on several Atari magazine coverdisks. What you get is the un-registered version of the program, with all the documentation, supporting files and image files.

Using the shareware version without registering offers all the facilities you get with the full version with the difference that some of the more advanced features such as warping will have blank lines in the pictures at regular intervals, and that you are limited to only loading one JPEG image per session.

Other than these limitations placed to encourage you to register you have full access to the program.

Running the program couldn't be simpler. Just click on the program file "SPOFLT38.APP", after a short while you will be asked to enter your registration details, if you don't have any you can continue by choosing "Cancel". This will now take you to the main options screen.

Whatever resolution you load in will be the screen size used by the program, and the number of colours in that resolution will be used (up to 256 colours). On all machines but the Falcon however you do have the option to change the resolution from within the program.

Main Options Screen

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>From the main options screen all the options and access to the more advanced options are available. Here's a quick summary of the main options screen features (starting from the top left), some of which I'll describe in greater detail later:

Picture Statistics - Various information on the picture such as name, size and

palette size.

"H" Button - Histogram of current image.

"P" Button - Optimises image palette.

Machine Specifications - Various machine information such as computer being used, resolution, palette, and the number of colours.

"Delta" Button - Allows the changing of resolution on ST's and TT's within the program.

"3-Bars" Button - Allows setting of preferences and true colour preferences.

Picture Number Slider - A slider to easily move through the pictures in memory.

Display Mode Menu - A pop-up menu that allows you to select between colour or shades (grey scale). On the TT "TTGrey" mode is available which allows 256 shades of grey.

Downward Arrow Button - Makes image as close to original as possible by setting sliders to zero and histograms to 1-to-1 transformation.

"Complex" Button (Colour Transformations) - Toggles between the additive colour transformation options and the histogram colour transformation options.

Additive Colour Transform Slider - Available when "Complex" is not selected.

These three sliders one for each of the prime colours allow you to add to or subtract the RGB elements of the picture. If moved equally together can be used to brighten or darken the picture.

Colour Reduction Menu - If the picture contains more colours than the display

this can be used to decide how the palette will be

reduced. Frequency is the default with "By Rank" and

"Influence" being the other choices.

Colour Rank "Button" - This switches to the colour rank histogram editor so you

can define the ranks of the RGB planes.

Complex "Button" (Colour Reduction/Selection) - Toggles between simple contrast

slider bars and histogram colour

contrast.

Colour Contrast/Separation Slider - These three sliders define the minimum

separation between the chosen colours used to

display the image.

Horizontal/Vertical Size - Allows you to enter the horizontal and vertical  
pixel sizes for the images to be scaled to.

Axis Effect Menu - Allows you to choose horizontal, vertical or both with  
respect to how the buttons (below) effect the axes.

"O" Button - Sets scaling to original size of image.

"A" Button - Calculates the aspect ratio based on the effected axis when  
scaling.

"-" Button - Halves the selected axis.

"+" Button - Doubles the selected axis.

"Fltr" Button - Toggles filtered scaling on/off.

"Set" Button - Takes you to the filtered scaling dialogue for setting filter  
type and scaling.

"Fit" Button - Makes the image fit the current resolution in size as best as

possible whilst maintaining the aspect ratio.

"Mous" Button - When highlighted the mouse will be displayed on the display

screen, otherwise it is hidden.

"SmDr" Button - Toggles on/off "Smooth Draw" mode. This is where flickering is

used to increase number of colours you choose to turn it on or

off when the image is being drawn to speed up image draws.

"Warp" Button - Takes you to the Warp dialogue where you can set the warping and stretching effects.

Flicker Contrast Slider - Sets the maximum contrast allowed between flickering

colours. When on the far left flickering is off.

Dither Pattern Menu - This menu allows you to select different dither patterns.

"Set" Button - Takes you to the dithering dialogue to give detailed control over dithering.

"Desk" Button - Allows access to accessories or to other programs when under

MultiTOS. Options for SOL are also available as drop down menus.

"?" Button - Displays credits, shareware information and amount of free memory.

"Purge" Button - Allows you to remove the current image freeing memory. When

double clicked on removes all images.

"Colours" Button - Takes you to the colour editor (not allowed in Shades,

Greyscale mode or any resolution using less than 16 colours).

">>" Button - Takes you to the slideshow dialogue where you can set the different slideshow parameters such as start and end images, pause length between images, and forwards or backwards play. Once set up choosing "Display" from the main options screen will go through the images for the slideshow. Turn the slideshow off to view single images again.

As you can see the program is packed to the brim with features with these just

being a brief summary of the options available from the main menu, that's before we even start to look at the advanced features.

You may think that with all these features it difficult to use, but the control

for the most part is straight forward and intuitive leaving the user only having to reference the manual to look at some of the more advanced features and to see some of the possible shortcuts and tips available to achieve better



results.

Using SOL for the first time

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Upon loading SOL you are most likely going to want to load some images, to do this you select the "Add" button. You will be presented with the file selector

where you can choose an image or use wild cards to load multiple images. Getting files into SOL is very easy. Apart from the methods mentioned above it is also possible to load images by dragging the files over the SOL program icon on the desktop (on later versions of TOS), therefore starting the program with several loaded images. There is even support for other file selectors such as Selectric allowing multiple images to be selected and loaded in one operation.

SOL supports the following image formats for loading:

- GIF (.GIF)
- JPEG (.JPG)
- Degas Uncompressed (.PI?)
- Degas Compressed (.PC?)
- Prism Paint (.PNT)
- GEM (X) Image Format (.IMG)

and the following for saving:

- GIF
- Degas Un/Compressed
- Prism Paint
- GEM (X) Image Format

The speed at which it handles GIF files is excellent and Falcon owners are catered for with DSP JPEG decoding (although the reduction from true colour to 256 colours does slow this down). Once you have an image you will most likely want to view it. Selecting the "Display" button will bring the image to the screen. If the image is larger than the screen you can scroll the screen by moving the mouse pointer from the centre of the screen. The further you move it from the centre the faster the screen scrolls in that direction.

Pressing the right button returns you to the main options screen. If you want to see the whole image at once clicking on the "Fit" button will shrink the image proportionally to the screen. If the image uses more colours than you have available SOL uses clever techniques to expand the palette, however if the

results still aren't good enough then it is possible to improve the picture in a number of ways.

The first way to improve the image when lacking colours is to adopt one of the many dither patterns. Clicking on the "Dither Patrn:" box will bring up a menu

with a choice of dither patterns with the default being no dither pattern. This menu has two empty slots into which you can load dither patterns. To access the dither options and to load a pattern into one of the slots select the "Set" button next to "Dither Patrn:", this will take you to the dither options screen.

SOL comes with 3 standard dither patterns with the option of loading additional dither patterns as provided with the package. These dither patterns are in the same format as that used by GemView and are therefore interchangeable.

Once at the dither options screen you can do a number of things. You have the choice of changing options on the FIS (Filtered Image Scaling) or normal dithering patterns. The Filter (FIS) options allows you to either choose no pattern, one of the defaults or to load one of the files available. The normal

dither options has the same options plus the addition of being able to change the gradient steps and contrast of the pattern chosen.

Other options that can be adopted to improve the image quality when the current resolution doesn't support enough colours is to use the "Flicker Contrast" slider. When moving this slider will define the contrast level of the flicker and therefore the degree of flicker visible. When moved to the far left it is off with possible values up to 255. Using this increases the palette available

and gives you extra colours in which to display the picture. The disadvantage is a degree of flicker is introduced into the image when viewed and it slows draw time if flicker is not turned off with the "SmDr" button.

Short Cuts

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There are many shortcuts available in SOL but keyboard shortcuts are not available generally as a rule in the window and option screens. This has been done deliberately so as not to clash with programs that provide shortcuts automatically. However whilst viewing an image using the "Display" button short cuts to perform a number of simple tasks and to take you to different parts of the program become available. This includes everything from changing what image is being viewed and flipping or scaling it, to calling up the colour editor.

A thing that people often miss when viewing a picture is that pressing and holding the left mouse button will bring up a list of features available for manipulating the currently viewed image. This list includes the keyboard shortcuts were applicable and makes the program very user friendly as it saves time flipping between the picture and options screens.

#### Colour Editing

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The tools provided by SOL for colour editing and enhancing are its most powerful features, and is what makes it stand out from other picture viewers.

Colour editing is divided between the RGB additive sliders that add or subtract from the RGB elements of an image in a linear fashion, the complex RGB controls

which use the histogram method of altering the RGB balance throughout the image, and the colour editor which gives you direct control over the palette used and the colours within it.

I will look in further detail now at the later two elements of the package. Namely the "Histogram Editor" and the "Colour Editor".

The Histogram Editor

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This is available for use to control either the colour or contrast of a picture. I will look at its use when applied to the colour aspect of an image.

To access the Histogram Editor you must select the "Complex" button in the colour options area. This replaces the RGB sliders with 3 histograms, one for each of the RGB elements. Clicking on any one of the histograms will take you to the Histogram Editor.

On this screen the histogram of the colour selected is enlarged to fill a large portion of the screen. Moving the mouse over the histogram and clicking sets the level at that point. If the left mouse button is held down whilst moving over the histogram you effectively draw the histogram for that colour. Switching between the histograms for changes to the three colours is easy using

the three buttons at the top of the screen to take you to the appropriate colour. These are the "Red", "Green" and "Blue" buttons.

Along the bottom of the screen are several buttons for editing the shape of the histogram, these are the "Stretch", "Squash", "Invert", "Flip" and arrow buttons (where the arrow buttons scroll the histogram). You can also "Copy" and "Paste" histograms to any of the other histograms therefore copying the shape to one of the other colours. It is possible to double click on the "Copy" button to automatically copy the current histogram to the other two. All changes can be reversed with the use of the "Undo" button. It is also possible to automatically define the shape using either the "Linear" or "Gamma" buttons.

Linear creates a step from left to right with a one-to-one slope and gives you the shape you usually see, namely a triangle.

When you select Gamma for gamma correction you will have to enter the gamma value into the popup dialogue. Selecting the "Generate" button does the correction with values greater than one darkening the image, and less than one brightening the image. Gamma correction does this without creating washout in the picture.

Once you are happy with your changes you can select the "OK" button to accept them and return to the main options screen or the "Cancel" button to reject all changes made and return to the options screen.

There are several histograms available for you to load and try out.

#### The Colour Editor

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To enter the Colour Editor from the main options screen you select the "Colours" button. Once selected you will be taken to the Colour Editor screen.

Across the top of the screen ten colours are displayed with the colour value above them. Using the "VDI Order" button you can toggle between the colours being displayed in VDI order or Device-Dependent order. You can scroll the ten colours through the image palette by either using the Arrows at either side of the colour boxes, or by using the Slider Bar just below the colour boxes.

Colours can be selected for editing by clicking on them in their boxes (selected colours are highlighted with an inner box). To alter a selected colour you move the three Slider Bars for the RGB elements. Boxes marked with an "X" in the palette are unused colours.

Buttons in this editor are divided into two areas, the upper-left buttons for manipulating two or more colours (known as the "Toolbox"), and the lower left/right hand buttons which are for switching to other dialogue boxes, undoing, or for other global operations.

Buttons within the Toolbox are used in the same way. You must select the range of colours you wish to apply the tool to. Colours selected are referred to as "hot" colours and once selected the tool will perform the operation over the set of colours selected.

Tools available are:

"Copy" - Copies first colour to second.

"Swap" - Exchanges two colours.

"Fill"- Fills whole range with the first colour.

"<" Rotate - Rotates the palette left with wrap around.

">" Rotate - Rotates the palette right with wrap around.

"Sort Group" - Sorts the colours within the range into groups based on their RGB values.

"Gradient" - Fills in all the colours in the range blending the colour from the first to the last.

"Sort DK > LT" - Sorts the range from the darkest to the lightest.

"Sort LT > DK" - Sorts the range from the lightest to the darkest.

The functional buttons are the other group of buttons associated with the Colour Editor. The functional buttons include:

"Match" - Toggle on/off. This causes SOL to match changes in the image to the

new palette. If it doesn't use one of the colours in the map it will

mark it with an X. When not selected changes will appear in the

displayed image.

"Display" - Display the picture.

"Undo" - Undoes any palette changes.

"Cpy/Swp" - Allows you to copy or swap the palette with another image.

"Image" - Allows you to edit another image's palette.

"Rescan" - Reverts back to the original palette.

"Select" - Allows you to click on any pixel in the image and return to the editor with that colour selected for editing.

"Take" - Works the same as Select but colour currently being edited takes on the colour that pixel had in the original image.

"Load" - Loads a .PAL palette file into the current colour map.

"Save" - Saves current palette in .PAL file.

"Cancel" - Aborts any changes made and returns to previous screen.

"Options" - Goes to the Options Dialogue.

Filtered Image Scaling

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Filtered Image Scaling (FIS) is used to smooth out or alter images that have been enlarged or reduced, whilst it will help improve images that are scaled in

this manner it has the drawback that it is very calculation intensive and therefore takes a long time to draw. As such it is not a quick way to view images but can be used to improve them.

To use filtering you must turn the filter on by selecting the "Fltr" button and use the "Set" button to go to the FIS option screen. Once on the option screen you will be presented with a selection of menus, buttons and editable fields.

The first menu is the "Filter Type" which can be either "Standard" or "Enhancing". The second menu is "Filter Curve" which has the options of "Box",

"Triangle", "Cubic", "B-Spline", "Lancos3", "Mitchell" or "Nelson". With each offering a different filter curve. Other options include toggle switches for "Filtering On/Off", "Flip Horizontal" and "Flip Vertical", "Wrap Image at Edges" and "Scale Filter". Editable fields are for the "Height", "Horizontal" and "Vertical". Information is also given on the amount of memory required for

the filter.

When the enhancing Filter Type is selected the Filter Curve menu contains different filters specifically for enhancing the image. These are "Sharpening", "Quad-Step", "Raised Edge", "Smooth Bias", "Sharp Bias", "Linear Bias" or "Diffusion". Enhancing filters generally work better when image scaling is a multiple of the original image. Often you will get banding due to the inability of these filters to shift phase.

Some filters such as Sharpening and Diffusion work best on the original image whereas others work best on enlarged images. Some of these other filters can be used to create interesting effects on the pixels themselves such as the Sharp Bias filter which produces a 3D pixel effect. Some of the filters are assymetric and can therefore be flipped. Filters can also be wrapped at the edge of the image or faded. Both have drawbacks in that fading will darken the

edge of the image whilst wrapped edges can produce duplicate pixels close to the edges.

When reducing an image without FIS image quality is lost. Standard filters are used to accurately take into account lost lines and improve detail. When "Scale Filter" is selected it is possible to blur filters. Small scaling values will not blur the filter but larger values will increase level of blurring. Values less than one produce a weird patterned darkening effect.

Filtering is a powerful tool within SOL and as such requires a lot of experimentation to achieve the best results along with a lot of patience. When

working with FIS on large images it is ideal to have a lot of memory available.

## Image Warping

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(Please note that image warping cannot be used in conjunction with FIS).

Clicking on the "Warp" button will take you to the warp option screen. Here you can enter a variety of values for "Width", "Horizontal Shift", "Height" and

"Vertical Centre". Along side these options are the menus "Warping Pattern" and "Repeat". The first menu contains the following list of warp transformations:

- Off (No warping)
- Flat
- Linear
- Cubic
- B-Spine
- Plateau
- Sine Wave

The Repeat menu has the options of "Once" or "Periodic". Using Warping scan

lines are stretched and shifted in various ways in order to make an interesting change in the image. All numbers entered are relative to the image itself so if the image is enlarged twice the warping figures will be scaled likewise. The warping is centred around what is referred to as the "bulge" and can be repeated using the periodic bulge. This centre is usually the peak or lowest point of the curve when warping.

Whilst the distortions provided prove no real practical value they are fun to try and are worth experimenting with to achieve some interesting effects.

Scripts

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SOL has the ability to read special scripts which can be created by the user, which are to be used in conjunction with the slideshow. With these simple scripts it is possible to assign individual times for images to stay on screen,

as well as to select whether loaded images stay in memory or are loaded each time to save memory. You can even select files with wildcards for use in the slideshow.

You also have the option of viewing one image whilst the next is being loaded and decompressed. Other features include the ability to define how the image will look when displayed by making use of warping, scaling, truecolour reduction, etc. SOL will follow all these commands from a script without the user having to do anything.

This is a very useful and welcome additional feature within SOL.

## Summary

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SOL is an excellent program, with a wealth of features it will keep you experimenting with it for some time to come. All the features are very fast and provide excellent results. SOL must have the most comprehensive set of colour features I've seen in a single package and this alone makes it worthwhile to use. Combine this with its speed and compatibility and you have a package that every Atari owner who likes to view pictures should support.

Of course there are some limitations. There is no true colour support and there is a limited number of picture formats supported. JPEG's are memory hungry and can be slow but when put against the positive things it has to offer these seem to fade away. This package is a winner.

Scores

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Ease of Use = 82

Although designed well with many shortcuts and a good intuitive design this doesn't score as high as it could due to the nature of the package. Many of the more advanced features are difficult to use and take a long time to master and although the program is well done these problems can't be overcome with anything other than experimentation to achieve the right results.

Features = 91

For a picture viewer this program is packed with features and represents excellent value for money. Colour wise nearly every option is supported that you could ever want and each area implemented has been thought out very well and is very comprehensive. This said there are some features in this current version that have yet to be implemented and with these the score would be higher.

Use of Computer = 90

Despite the fact it is not aimed at any one machine and therefore allowing for clever programming and optimisations for that machine this does an excellent job of taking advantage of the extra facilities of whatever machine you are on.

This is shown by the support for the TT and the DSP in the Falcon, making its use of machine excellent with most operations being lightning fast whatever the system.

Compatibility = 96

What can I say it works with and makes the most of all the Atari range. This review is based on the time I spent on the package on both the ST and the Falcon. In all the time I spent on both machines the only problem I ever had was on the Falcon and that turned out to be a problem with the Overscan software I was running. It even supports file selectors, screen accelerators, MultiTos, and some graphics cards such as the NOVA.

Speed = 92

Everything with the exception of FIS scaling is very fast (although considering the intensive nature of this it is to be expected). Warping can take a little time as can JPEG decoding but again this is to be expected. Speed of Light certainly lives up to its name.

Documentation = 84

Overall the documentation is good but being included as a text file on disk for you to print out does limit its ability to illustrate some things clearly. The ability to see more screenshots and illustrations of use along with some small tutorials would help more. Reading the manual on it's own can be a little confusing at times unless sat in front of the computer trying everything out. Also some areas are skimmed over too quickly in the manual.

Overall = 91

An absolute must for anyone with an Atari who views pictures and has a need to enhance the palette or clear up pictures. With only a few minor flaws, it is an excellent package with good support fast times for use, very comprehensive tools, a well thought out design and excellent cross platform compatibility. Get this and register it now, you won't regret it!

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Additions/changes since last list: 3

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(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!
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nikhefh.nikhef.nl...(192.16.199.1)...../pub/atari/  
star.cs.vu.nl.....(192.31.231.42)...../pub/atari/  
ftp.twi.tudelft.nl..(130.161.156.11)...../pub/atari/  
ftp.icce.rug.nl.....(129.125.14.129)...../pub/erikjan/Atari
```

FINLAND:

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ftp.funet.fi.....(128.214.248.6)..... /pub/atari/

FRANCE:

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ftp.cnam.fr.....(163.173.128.15)...../pub/Atari/

GERMANY:

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alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/  
ftp.uni-kl.de.....(131.246.9.95)...../pub/atari/ or /pub3/atari/  
ftp.uni-erlangen.de.....(131.188.1.43)...../pub/atari/  
ftp.tu-clausthal.de.....(139.174.2.10)...../pub/atari/  
    email server.....mail-server@ftp.tu-clausthal.de  
ftp.uni-muenster.de.....(128.176.121.55)...../pub/atari/  
ftp.uni-paderborn.de.....(131.234.10.42)...../atari/  
ftp.cs.tu-berlin.de.....(130.149.144.4)...../pub/atari/  
    email server.....mail-server@cs.tu-berlin.de  
ftp.fu-berlin.de.....(160.45.10.6)...../pub/atari/  
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/  
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/  
ftp.germany.eu.net.....(192.76.144.75)...../pub/comp/atari-st/  
    email server.....archive-server@Germany.eu.net  
ftp.uni-stuttgart.de.....(129.69.8.13)...../pub/systems/atari/  
    email server.....ftpmail@ftp.uni-stuttgart.de  
ftp.informatik.tu-muenchen.de...(131.159.0.198)...../pub/comp/platforms/atari/  
ftp.informatik.rwth-aachen.de.....(137.226.225.3)...../pub/comp/Atari/  
ftp.uni-bremen.de.....(134.102.228.2)...../pub/atari\_st/  
ma2s2.mathematik.uni-karlsruhe.de...(129.13.115.2)...../pub/atari/  
ftp.e-technik.tu-muenchen.de...(129.187.231.131 or 129.187.42.1)  
    .../pub/comp/platforms/atari  
    email server.....ftp-mailer@ftp.informatik.tu-muenchen.de  
ftp.hrz.uni-kassel.de...(141.51.12.12)...../pub/machines/atari/  
ftp.ira.uka.de.....(129.13.10.90)...../pub/systems/atari/  
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/  
ftp.rz.tu-bs.de.....(134.169.9.44)...../pub/atari/  
ftp.coli.uni-sb.de.....(134.96.68.1)...../pub/comp/atari  
ftp.inf.tu-dresden.de...(141.76.1.11) ...../pub/atari/  
ftp.uni-giessen.de.....(134.176.2.177)...../pub/atari  
ftp.rz.tu-harburg.de.....(134.28.240.5)...../ATARI/  
ftp.uni-oldenburg.de.....(134.106.40.9)...../pub/atari  
ftp.uni-frankfurt.de.....(141.2.1.7)...../pub/Atari  
ftp.informatik.uni-muenchen.de...(129.187.249.15)....pub/comp/platforms/atari

UK:

---

micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/  
    email server.....archive-server@micros.hensa.ac.uk  
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/  
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/Linux/

SWITZERLAND:

-----

ftp.isbiel.ch.....(147.87.2.27)...../atari/  
ezinfo.ethz.ch.....(129.132.2.72)...../st/  
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/  
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:

-----

closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy  
----- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or  
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)

barnone.citi.umich.edu.....(141.211.128.22)...

/afs/umich.edu/group/itd/archive/atari

- (umich.edu, USA)

archive.wustl.edu (128.252.135.4)...../mirrors/archive.umich.edu/atari/

- (umich.edu, USA)

ftp.switch.ch.....(130.59.10.40) or (130.59.1.40)...

/mirror/atari/

- (umich.edu, USA)

src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/

PS!!! 155.198.1.40 is more reliable!!!

- (umich.edu, USA)

src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn

PS!!! 155.198.1.40 is more reliable!!!

- (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,  
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter

-----

- 1) Go to the directory where you want the files to be downloaded.
- 2) ftp [CR].
- 3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]  
OR use the (IP) number address, NOT both!
- 4) "Name": anonymous [CR].
- 5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
- 6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
- 7) bin [CR]. (set 'binary' transfer mode)
- 8) hash [CR]. (shows 'hash' signs (#####...) when transferring data)
- 9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
- 10) mget [CR] to get several files at once.  
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
- 11) prompt [CR] to download several files with "mget" without having  
to reply "y" for each file when asked "get {filename}?".
- 12) quit [CR] to end FTP session and go back to UNIX
- 13) close [CR] to close the FTP site you're currently on, so that another  
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on  
which the programs were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after  
uncompressing .Z and/or .uu.  
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "\*".  
i.e. "mget \*sys" [CR] (will get f.x.; datasys, lm23isys,



The two games have been complete for months and were temporarily shelved until a good opportunity to release them arrived. Battlezone 2000 was developed by HandMade Software, Ltd., the British software house responsible for such wonderful titles as Awesome Golf, Power Factor, and Dracula: the Undead.

Both titles were exhibited at the Winter CES at Las Vegas this past January, and those individuals who were lucky enough to attend and see the games gave them glowing reviews. Two other games completed by Atari were also shown, "Eye of the Beholder" and "Fat Bobby", but production dates for those two titles have not yet been announced.

Atari is currently working on the final box art and once that's complete, BZ2K and SA/MC will be shipped for production. This is a 3-4 month process, so don't expect them by the end of the summer...

The release of these games will end a dry spell for Atari's Lynx release schedule. The last Lynx title released by Atari was Ninja Gaiden 3, which hit the shelves February 1994.

Battlezone 2000 (BZ2K) info!

-----

This remake of the arcade classic is promising! Recall that BattleZone is a tank battle game, not from an overhead viewpoint (such as "Armor Attack") but from the \*tank\* viewpoint. Here's what I've been able to dig up on the upcoming Lynx version (thanks to Lance Lewis for providing CAIN with this!):

- \* BZ2K is Comlynxable, up to FOUR players.
- \* Each player can choose from one of three tanks, and customize fuel, ammo, and missile loads via a point system
- \* In the One-player mode, there are 30 different missions, each with a unique objective: kill a certain number of tanks, score a certain number of points, last a certain amount of time, etc.
- \* You can re-customize your tank between missions
- \* You can collect fuel, ammo and missile power-ups
- \* Shields exist, and can be set up as a tank option
- \* In Comlynx mode, you can choose whether to have AI-controlled enemy tanks or not
- \* In Comlynx mode, if you are killed before the other players you can drive around in "ghost mode" and watch the action from a mobile vantage point

Lynx Commentary

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Good move, Atari! Make those Lynx carts! I am really happy to hear this, because there were so many unfinished carts for the Lynx that I had really looked forward to. I really didn't want to see Battlezone 2000 become one of those vaporware games.

The worst part would have been that these games were \*completed\*. If a game is scrapped because it's "non-playable", "too buggy", or just "unfinished" I think most gamers anticipating these would be disappointed, but would accept it. But to scrap a game that's completed -- no way!

Right now Atari is making final preparations to release Battlezone 2000 and Super Asteroids/Missile Command, two classics. This further enhances the Lynx as THE handheld to buy if you're into classic games. Why not, after all the name "Atari" is associated with classic gaming more closely than any other.

And I guess we have to sit back and be patient for Eye of the Beholder and Fat Bobby. Well, we all know they're done and can only hope that they wind up in a production house sometime soon, too!

But Atari will have plenty of copies of these titles sitting in a warehouse for years (or until Telegames buys up the stock and they're transported to a Telegames warehouse) if they don't try to market them in stores. At least let Electronics Boutique carry them... So many people bought those wonderful Lynx packages, they're looking for a local place to purchase more games, no doubt. And unless you live in one of those few places that has an active Atari reseller -- such as Best Electronics or Toad Computers -- you're probably going to be stuck with mail order. I hope that's not the case, because the games just won't sell nearly as well.

On a more somber note, though, these four titles will almost undoubtedly be Atari's Lynx swansong. Unless there is a HUGE demand for Lynx titles, which is unlikely even if the Jag gets a Lynx adapter, I just don't see Atari producing any more Lynx games. No Road Riot 4WD, no AvP, nothing. But if we see these last four I will be happy.

I'll gladly run up my credit cards for all four of these...

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Jaguar Support Area
=====
Len Stys
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Jaguar News

General Jaguar News

Date: Sat Jul 22 01:51:16 1995

An open message from Mr. Ted Hoff, President of North American operations for Atari Corporation...

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Of those of you who follow Atari's progress and 64-bit Jaguar momentum, some have expressed interests (and concerns) with regard to the disposition of the much anticipated Jaguar software title, "Fight for Life." Right away, let me address the rumors/flames by stating that "Fight for Life" is alive and well and a solid Atari development effort continues on that title. Due to the online concerns passed on to me recently, I see there's a need to make Atari's official position clear with regard to its current status.

Since the development effort began on "Fight for Life," Francois Bertrand and the "Fight for Life" team have seen significant progress in the development tools and the capabilities of the Jaguar machine. What was underestimated was the development time and effort necessary to take advantage of the machine's capability. In our most recent evaluation of "Fight For Life," we were concerned that the game (in its current stage) did not exploit the capabilities of the Jaguar, nor would it deliver to the gamer the quality or depth of game play expected from the Jaguar 64 system. For this reason, newer development efforts are being explored, including the evaluation of new software engines to enhance the speed, smoothness and graphics handling of the Jaguar 64.

I personally wish to assure you that every step will be taken to provide a game that meets your expectations and shows off the strength and capability of the system. Most of all, I insist that each game provides hours and hours of fun and challenging game play. I am demanding these principals to be maintained on all games from Atari; not only on "Fight for Life." If we change schedules, it will be for good reason; namely to meet high standards of graphics appeal and incorporate the "fun factor" for which Atari products are so well known.

Francois wants to add...

"Due to the acquisition and implementation of new resources, my 'Fight For Life' team has been inspired to enhance 'Fight For Life' in the areas of graphics and animation. We are really excited with the changes we have made so far. The enhancements will well be worth the wait."

I know the online community has hung in there with us! Thank you. You are our loyal user base and we are determined not to disappoint you.

For those of you interested, Jaguar CD-ROM will ship August 24, 1995 and should be available throughout our retail distribution base by the last week of August and early September; depending on how different stores have set up distribution.

If you are not presently a Jaguar gamer and wish to own the power of the 64-bit Jaguar, please call Atari Corporation at 1-800-GO-ATARI and we will help locate a retailer near you. For about \$150.00 each (system or CD-ROM), you can't beat it. We will continue to monitor your comments and feedback regarding our products... both positive and negative. I'm hoping that we can continue to be open and constructive.

We have a big job ahead of us; your input continues to be important and your loyalty and interest are greatly appreciated.

--Ted Hoff (July 21, 1995)

CATnips... Jaguar tidbits from Don Thomas

Date: Tue Jul 18 09:38:51 1995

CATnips... Jaguar tidbits from Don Thomas (95.07.18)

\*\*\*\*\*

Here's a summary of some new image files I uploaded to  
GENie, CompuServe and CATscan BBS [209/239-1552]...

BLUE1.JPG JPEG file of "Blue Lightning" / 68,659  
BLUE2.JPG JPEG file of "Blue Lightning" / 67,316  
BLUE3.JPG JPEG file of "Blue Lightning" / 63,799  
BLUE4.JPG JPEG file of "Blue Lightning" / 76,364  
BLUE5.JPG JPEG file of "Blue Lightning" / 76,438  
\*\*\*\*\*

Approx 300x200 JPEG format image files of: "Blue  
Lightning" for the Atari 64-bit game system. "Blue  
Lightning" is one of the Jaguar's first CD-based games  
for the CD-ROM peripheral. It features incredible  
graphics for the flying combat experience of your  
64-bit life. This image is (c)1995 Atari Corporation.  
It may be republished in a complimentary fashion if  
copyright notice is included.

FLIPOUT1.JPG JPEG file of "Flip Out" / 71,235  
FLIPOUT2.JPG JPEG file of "Flip Out" / 89,600  
FLIPOUT5.JPG JPEG file of "Flip Out" / 73,762  
FLIPOUT6.JPG JPEG file of "Flip Out" / 78,270  
FLIPOUTB.JPG JPEG file of "Flip Out" / 42,972  
\*\*\*\*\*

Approx 300x200 JPEG format image files of: "Flip Out"  
for the Atari 64-bit game system. "Flip Out", a  
cartridge based 'fun factor' game, looks a whole easier  
than it is. If you liked "Tetris" or "Klax", you'll  
flip for "Flip Out"! This image is (c)1995 Atari  
Corporation. It may be republished in a complimentary  
fashion if copyright notice is included.

WMCJ\_LL.JPG JPEG file of "White Men Can't Jump" / 79,191  
WMCJ\_LR.JPG JPEG file of "White Men Can't Jump" / 75,030  
WMCJ\_UL.JPG JPEG file of "White Men Can't Jump" / 72,114  
WMCJ\_UR.JPG JPEG file of "White Men Can't Jump" / 79,612  
\*\*\*\*\*

Approx 300x200 JPEG format image files of: "White Men  
Can't Jump" for the Atari 64-bit game system. "White  
Men Can't Jump" features multi-player action and is the  
first Jaguar game to use the new Team Tap adaptor which  
is included. Each Team Tap allows up to four players on  
one joystick port. This image is (c)1995 Atari  
Corporation. It may be republished in a complimentary  
fashion if copyright notice is included.

The images were captures from Atari's marketing Department  
in Macintosh .PCT format. I used a translator to change  
them to .TGA format as I found that to offer the best  
sustained resolution. I then CROPEd the image to eliminate  
unnecessary black borders and scaled the image down by 50%



using a paint and imaging application. Once scaled down, I lightened contrast and brightness to better match the original Jaguar look and feel. Finally, I touched up stray pixels that evolved over the process. (I'm trying to straighten out problems with my PC. Aggh! <g>) My final step involved "ZIPing" the image so I can include a .DIZ description file.

The result is a thumbnail library of clear images that are easy to download and view. Here's some initial reaction of what users found:

SERV: CompuServe  
USER: Cody Maloney 75204,3532  
DATE: 7/17/95  
TOPC: Jaguar General: Excellent Screen Shots  
MSG#: 85654

Don, I have to say is the screen shots are fabulous!  
Flip Out took my breath away. It left me breathless.  
Its one game that is on my list.

Blue Lighting look stunning.

White Men Can't Jump is also stunning as well.

Cody

-+- ===== -+-

SERV: CompuServe  
USER: Edward J. Mazmania 102211,2662  
DATE: 7/17/95  
TOPC: Jaguar General: Excellent Screen Shots  
MSG#: 85655

I have to agree. The screen shots look nothing like what I saw at the E3 for Blue Lightning. The game I have to say looked like garbage at the show. Every other game was awesome from Rayman to Hoverhunter, Highlander, Battlesphere, and the progressing D2K. I tried to play BL and loved the music but found no gameplay and poor graphics. Of course I only saw some level in the clouds. After seeing these screen shots I have second thoughts now.

-+- ===== -+-

The Jaguar Gamers' Books are shipping from Sandwich Islands Publishing. Here's some initial reaction:

SERV: GENie  
USER: J.SCHRAM  
DATE: 7/13/95  
TOPC: Jaguar: 64-bit game console  
MSG#: 153

I received my "Jaguar Official Gamer's Guide" Thursday. It looks really well done, though I haven't read that much yet. Nice cover, 244 pages, covers 18 games, and

loaded with pictures. The pictures are B/W but they are very sharp and serve the purpose. It looks very up to date with coverage of Hover Strike and even a preview of Rayman. It's full of maps, cheats, hints, and tips. A lot of the info can be found on GENie, but it's nice to have it all in one handy reference to keep by the Jag.

Joe Schram

-+- ===== -+-

CATscan E-Mail

Msg Num: #1 of 6  
Sent By: (#38) Brian Mccleary - Loyal Jaguarian  
Sent To: (#1) Don Thomas - Atari Corporation  
Sent On: July 13, 1995 at 4:38pm  
Recv On: July 15, 1995 at 6:29pm  
Subject: Gamers' Guide

The books are great Don! The maps for Aliens -vs- Predator are excellent!

-+- ===== -+-

Super Burnout continues to attract the rave reviews from serious gamers. Here's what Steve Kipker of Steve's Software wrote to me recently....

"Well, Super Burnout has only been released for 2 weeks now and has continued to be a big success with our customers. What I keep hearing over and over are things like:

'This game is better than the Arcade, and I am saving .50 each time I play. That has more than paid for this game in one day!!!'

'Two player action is as good as it gets'

'Riding Super Burnout is better than the real thing, and cheaper on Insurance'

'Super Burnout is so real that I felt like I had to put on my crash helmet'

'Super Burnout is truly the Fastest racing Simulator for the Atari Jaguar - I feel the need, the need for Speed'

"Don, Super Burnout has been a great success and will continue to sell just on customer referrals alone...Atari has delivered a true 64-bit racing simulator - What's next?"

Yes, I know it sounds like hype, but Steve really does like selling Super Burnout (He also likes Pinball Fantasies; another recent hit.) Ask him yourself, you can write Steve at: <s.kipker@genie.com> on the Internet.

Date: 01 Jul 95 05:57:59 EDT

THIS IS AN OPEN LETTER TO GAME INFORMER MAGAZINE...  
Feel free to repost in public.

June 29, 1995

Mr. Andrew McNamara  
Game Informer Magazine  
10120 West 76th Street  
Eden Prairie, MN 55344

Dear Mr. McNamara,

I received the latest issue (July) of Game Informer Magazine. As a reader, I say

"thanks" for the extensive E3 coverage and photographs. I honestly feel you offer your readers a terrific publication. Since my focus at Atari Corporation is in the area of customer service, I always enjoy reading the reader feedback columns in the popular gaming magazines. I find that your magazine treats and handles most of your gamer inquiries real well.

In the July issue on page 5, however, I take exception with the way you answered Mr.

Brad Yach of Neillsville, Wisconsin. He asked about Jaguar technology. Your reply was that the Jaguar is "a multiprocessor design that utilizes a 64-bit bus and not

a 64-bit CPU". You caution the gamer not to get upset "because the Jaguar's \$159 price tag reflects this design and makes it not such a bad deal".

The Jaguar meets or exceeds every accepted definition of the term "64-bit". It has a 64-

bit highway AND it has multiple 64-bit processors. You are correct that it is a multi-

processor system. There are processors that handle smaller housekeeping tasks that

are not 64-bit, but the power is there for developers to enjoy. For more information, I have no doubt we could arrange an interview with the system designer, Mr. John

Mathieson. For your convenience, I have attached a copy of "How Many Bits is Jaguar?" which was handed out to the press on June 20th.

Personally, I don't think the fact that other gaming magazines publish 70 to 140 or more pages than you do each month have much to do with the quality of your publication. The fewer pages have no impact on your right to be described as a quality glossy-stock print

publication. Then again, maybe Game Informer Magazine isn't such a bad deal because

the cover price is only \$3.95. <g>

Sincerely,

Donald A. Thomas, Jr.  
Director, Customer Service, Atari Corporation

cc: open letter online

Date: 25 Jun 95 17:21:25 EDT

CATnips... Jaguar tidbits from Don Thomas (95.06.25)

\*\*\*\*\*

Bonjour from the 64-bit highway.

HOUSEKEEPING

=====

In my software release schedule I posted in my last CATnips, I inadvertently listed "Max Force" to be a cart game when it will actually be a CD-based title. I knew better, but I was in "mindless copy" mode when I typed the list. My apologies to Mr. Chris Howard of Genus Microcomputing!

NEW JAGUAR GAMERS UNDER DEVELOPMENT

=====

It may be a few months before these new Jaguar gamers are beating their Dads at gruelling 64-bit Jaguar head-to-head competitions, but I wish to congratulate them now for their pending victories.

Atari's own, Dan McNamee, officially became a new Dad on May 11th at 2:37am CST. Weighing in at 8 lbs. 9.8 oz, Trevor Lee Cluney (not to be confused with Trevor McFur) measured 22". Send your congratulations to Dan through the Internet at [ d.mcnamee@genie.com ].

Mr. Randy Magruder runs the Jaguar and Portables section of the VIDGAM Forum on CompuServe. His daughter, Erin Leilani, was born last week. She weighed 7 lbs. 8 oz. at birth and was 21" long. Randy says his "nerves are shot to hell", but "mother and baby are doing just fine!". (Sounds like a strong dose of Doom is in order, Randy)! <g> Congratulations go to Randy via the Internet: [ 70720.663@compuserve.com ].

JAGUAR AT WAL\*MART?

=====

Mr. Jeffrey Norwood, publisher of Jaguar Journal online magazine, has stated that the Jaguar will be sold at Wal\*Mart.

"It's true", he writes to me and Dan in an open message on CompuServe. "Wal\*Mart agreed to sign to distribute Jaguar items at many of their locations... I got a second confirmation today... my uncle works for a Wal\*Mart distributing company, McKlein, and he did mention that the Jaguar will be on shelves later this year."

In the interest to answer the flood of E-Mail that came in to me to confirm this report, I checked with Mr. Garry Tramiel at Atari. He told me that Wal\*Mart has sent to Atari a vendors kit which may have been sent to us (Atari) via their distributing company. The distributing company may be aware that, statistically, those things go to new vendors, and we also find that to be a good sign. On the other hand, neither Atari nor Wal\*Mart have yet made any announcements regarding Wal\*Mart carrying Jaguar products.

In the meantime, Atari does remain faithful to its goal of expanding the Jaguar's use of shelf space at existing and new retail locations.

#### SOME SMOOTH MOVES FROM A COOL CAT \*\*\*\*\*

While speaking to Mr. Garry Tramiel Friday, he said I could pass on to everyone some GREAT news. Jaguar exposure on retail shelves and in popular consumer catalogs will be outstanding. As always, information is subject to change. The purpose of sharing this is to help keep people informed...

The Jaguar will be featured in the new Sear's Christmas Wish Book and in upcoming Speigel and J.C. Penney catalogs. The Jaguar will also be at ALL Venture locations sometime in October. Montgomery Ward will carry Jaguar in their San Francisco and Los Angeles locations this fall. A big St. Louis chain called Grandpa's will carry the Jaguar within the next few months approaching the fall and Christmas. The Jaguar will be in the top Software Etc. locations and K-Mart is looking carefully at how the Jaguar does at a location where FunCo is a concession operator in the store.

People in many areas have already told me they have noticed our efforts to get the Jaguar's exposure in Toys R Us locations to expand and improve. Look for similar successful efforts in many other retail, chains too such as Tower Records, Electronics Boutique and the Wherehouse locations.

There are a lot more pending success stories which are simply waiting for the ink to dry on the paper.

Date: 23 Jun 95 01:36:27 EDT

#### CATnips... Jaguar tidbits from Don Thomas (95.06.22) \*\*\*\*\*

Yes, this is still another edition of CATnips. I thought I included everything yesterday, but a lot of people are working hard and things are changing by the hour.

One of the first things to do is update the tentative software schedule from the one I sent out a week ago or so. The schedule had changed since E3, but I didn't know what all the changes were so I sent out the information I had. The schedule below includes up-to-the-minute additions, corrections and changes. I will remark about key changes

after the schedule. Again, these are NOT promises or guarantees. The information is taken directly from up-to-date project status reports with projected release dates based on realistic developer projections. Some of the information WILL change, but as always we will make every effort to keep changes to a minimum. Please note that titles noted by (\*) are third party releases. Also note that some titles remain unannounced and are not yet placed on this schedule. I apologize in advance for any typos I may have made.

===== JAGUAR WORKING SOFTWARE RELEASE SCHEDULE =====

JUNE '95:

Pinball Fantasies(*)	cart	simulation
Super Burnout	cart	racing

JULY '95:

Air Cars(*)	cart	racing/combat
Fight For Life	cart	fighting
Flashback(*)	cart	action/adventure
Ultra Vortek (formally Ultra Vortex)	cart	fighting
White Men Can't Jump (with Team Tap pack-in)	cart	sports

AUGUST '95:

Blue Lightning	CD	flying/action
Creature Shock	CD	adventure/sci-fi
Dragon's Lair(*)	CD	adventure
Flip-Out	cart	puzzle
Myst	CD	interactive novel
Power Drive Rally	cart	driving
Vid Grid	CD	puzzle/music video
Rayman	cart	action/adventure

SEPTEMBER '95:

Baldies	CD	action/simulation
Battlemorph	CD	flying/action
Battlesphere(*)	cart	space/combat
Charles Barkley Basketball	cart	sports
Demolition Man	CD	action/combat
Hover Strike CD	CD	action/combat
Max Force	cart	action
Pitfall(*)	cart	arcade
Robinson's Requiem	CD	adventure
Ruiner Pinball	cart	arcade
Soul Star	CD	action/sci-fi
Space Ace(*)	CD	space/combat
Space War 2000	cart	action/adventure
Supercross 3D	cart	sports

OCTOBER '95:

Arena Football	cart	sports
Attack of the Mutant Penguins	CD/cart	arcade
Braindead 13(*)	CD	action/adventure
Defender 2000	cart	arcade
Dragon's Lair 2(*)	CD	adventure
Phase Zero (formally Hover Hunter)		

	cart	action/arcade
Starlight Bowl-a-Rama	CD	sports
Thea Realm Fighters	CD	fighting
NOVEMBER '95:		
Highlander I	CD	action adventure
Atari Kart	cart	TBD
Brett Hull Hockey	CD/cart	sports
Commando	CD	3D action
Dactyl Joust	cart	arcade
Deathwatch	cart	action
Rise of the Robots(*)	CD	action/arcade
Varuna's Forces	CD	action/adventure
Breakout 2000	cart	puzzle
Commander Blood	CD	RPG
Redemption	CD	action/adventure
DECEMBER '95:		
Black Ice/White Noise	CD	action/adventure
Formula 1 Racing	CD	racing
Magic Carpet	CD	action/RPG
NBA Jam Tournament Edition	TBD	sports
Primal Rage(*)	CD	fighting
Wayne Gretzky NHL Hockey(*)	CD	sports
Sudden Impact	cart	action
Skyhammer	CD	flying/action
JANUARY '96:		
Dune Racer	CD	racing
Iron Soldier II	CD	action/strategy
FEBRUARY '96:		
Alien Vs. Predator: The	CD	RPG/adventure
Mindripper	CD	adventure
Highlander II	CD	action adventure
APRIL '96:		
Batman Forever	CD	action/adventure
Frank Thomas Big Hurt Baseball	TBD	sports
Ironman/XO-Manowar	TBD	action
Mortal Kombat 3	TBD	fighting
JUNE '96:		
Dante	CD	action
Rocky Horror Interactive	CD	adventure

Here are key changes:

- # To avoid confusion with an existing title called Vortex, Ultra Vortex is now "Ultra Vortek".
- # "White Men Can't Jump" will be packed with a Team Tap, multi-player peripheral. The bundle will be \$69.99 MSRP.
- # Hover Hunter will be changed to "Phase Zero". It may turn out that it is written "Phase 0", but I doubt it since it could be read as "Phase Ohh" if it is.
- # "Defender 2000" (as previously announced) is now on cart.
- # UBI Soft has changed the release of "Rayman" to be "late summer" according to an inquiry my staff placed this afternoon. One source suggested that they know that

translates to September, however, I have reason to believe it will actually be early August. The change is strictly due to the desire of putting out a quality product. Some rumors have been floating around that the change is connected to changing formats or other things... not true.

# Some new titles have been added to the list which have not appeared on it before... mostly for November and December 1995 release.

# Note that an error was contained in the software descriptions in yesterdays CATnips. "Flip-Out" is a cart, not a CD.

=+=====+

I spoke this afternoon with Joe Harabin of Sandwich Islands Publishing. The official Jaguar Tips Book is now in blue line and will be shipping from their Michigan printers beginning July 12th. The book is an authorized compilation of pro tips for over 25 Jaguar software titles. In addition, other features include popular reprints of online articles and ads for our favorite online services.

If you did not yet order this book, I urge you to do so now. It's been a long wait for many of us, but now that the book is finished, it won't be that long now. It includes exclusive maps and illustrations, cheats, tips and strategies so you can play better and reach higher levels of skill.

To order, call 808/661-8195 and have your credit card ready... or fax your order to: 808/661-2715. The price is only \$16.95 plus \$3.00 shipping and handling.

=+=====+

BOX COPY...

#### SUPER BURNOUT

^^^^^^^^^^

OPEN THE THROTTLE AND LET 'ER RIP!

This game will get your adrenaline pumping and pin you to your seat with its 'G' force. As you lean into the first bend you'll feel like you're really there. Go for it! Twist the throttle hard and ride that curve like a pro.

- \* Choose from 6 great custom sport bikes.
- \* Pit your skills against 8 of the world's meanest race tracks.
- \* Race against the computer or go head-to-head with a friend for a truly competitive experience.

Take the ride of your life on these fantastic bikes!

#### PINBALL FANTASIES

^^^^^^^^^^

ARE YOU UP TO THE CHALLENGE?

Turn your Jaguar into the ultimate amusement arcade with Pinball Fantasies - the greatest pinball simulator ever. This classic game offers four scorchingly addictive tables with the most realistic ball movement you'll ever see in a video game. If you're looking for instant



playability, speed and excitement, Pinball Fantasies is the game for you.

But be warned - one game and you're hooked.

Date: 22 Jun 95 02:45:04 EDT

=+=====+

How Many Bits is Jaguar?

(And what does it mean anyway?)

The number of bits used to characterize a computing system is, in general, a fairly straightforward issue. The candidates for the number to use are:

- 1) The number of bits in the data bus. This is the number of bits that can be transferred from one part of the system to another at one time.
- 2) The number of bits in the ALU (Arithmetic Logic Unit). This is the number of bits that can be computed at once.
- 3) The number of bits in a data register. This is the number of bits that make up a value when stored inside a chip.

The number usually used is the first one, the width of the data bus. This is because there are bottlenecks in all systems. These need to be avoided. The transfer of data is a vital aspect of performance and it has been seen to be an important way to judge overall system performance.

First, a bit of history. The first popular microprocessor was the Intel 8080. It had an 8-bit data bus (meaning 8 bits of data could be transferred at one time), an 8-bit ALU (Arithmetic Logic Unit, so it could compute 8 bits at once), and 8-bit wide registers. There was a universal agreement that this should be called an "8-bit processor". Another popular 8-bit processor is the 6502. Like the 8080, the 6502 has an 8-bit data bus, an 8-bit ALU and 8-bit registers. There was also universal agreement that this should be called an 8-bit processor. The 6502 is the processor used as the computation base of many popular systems. These include: game systems such as the Atari 2600, 5200, 7800 and the Nintendo Entertainment System (NES), as well as computer systems such as Atari 400, 800, Commodore VIC-20, C-64 and Apple II. These are the classic 8-bit machines.

Now the confusion starts. Consider the Intel 8088. The chip has an 8-bit data bus, a 16-bit ALU and 16-bit registers. Intel called this an 8-bit processor because it has an 8-bit data bus to distinguish it from the 8086 which is the 16-bit bus version. The 8088 was used in the first IBM PC and IBM called it 16-bit. This was probably because the Apple II was 8-bit and IBM wanted to be bigger. In this case, the stretch is not completely ridiculous because the 8088 is identical to the 8086 except for the width of the data bus.

Next consider the Motorola 68000. This has a 16-bit data bus, a 16-bit ALU and 32-bit registers. It is also known as

a 16-bit processor. The 68000 was the heart of the original Apple Macintosh. For reasons no doubt similar to IBM's, Apple chose to call the Mac a 32-bit machine (although no one really really believed them).

Intel actually worked a clever way around this problem when the 386 came out. The 386 is a true 32-bit chip with a 32-bit data bus, a 32-bit ALU and 32-bit registers. Intel also produced a version of the 386 that was identical except that it has a 16-bit data bus. Intel called the 32-bit bus version the 386DX and the 16-bit version the 386SX. The performance difference between these two chips demonstrates the validity of the data bus criterion. By the convention, the 8088 and 8086 should be called the 8086SX and 8086DX respectively. The concept of system architecture is quite useful here. The 386 is a 32-bit architecture and the 386SX is a 16-bit implementation of that architecture. Just to add confusion, Intel changed the meaning of DX and SX with the 486. The 486SX is missing an on-chip coprocessor.

In the video game arena, things were quite a bit simpler. The Sega Genesis used, as its main processor, the 68000. Either, as a result of a failure of marketing imagination or due to Apple's failure to convince anyone that the original Mac was 32-bit, Sega called the Genesis a 16-bit machine. The Super Nintendo Entertainment System (SNES) is based on a 65816, a 16-bit version of the 6502. This is also a 16-bit system. Both of these systems use 16-bit graphic chips. This means that the graphics chips in the system are capable of moving data around the system 16-bits at a time. The NEC Turbo Graphics 16 is an interesting machine. It used an 8-bit processor but contained 16-bit graphics hardware. This is the first popular example of the bit size of a system not being determined by the central processor, but by other parts of the system. Another example of a 16-bit system containing an 8-bit processor is the Atari Lynx.

To recap the discussion above, there are several different numbers that can be used to classify a computing system. The one that has had the best historical success, is the width of the data bus. At present, this is relatively easy to do. Just count the number of wires carrying data. As technology advances, this will become harder since the busses will be on-chip. This means that the actual 64 wires may not be visible on the circuit board, as they are now. The details may change, but the basic principal will remain the same.

Now, how many bits is the Jaguar?

The heart of the Jaguar architecture is a 64-bit data bus. This allows several of the system components to operate on 64-bits of data simultaneously and pass those results around the same way. These components are:

**== Object Processor ==**

This system element takes an image from DRAM (main memory) to draw it on the screen. It reads DRAM 64-bits at a time.

**== BLITTER ==**

This moves data around the system. It is optimized for the transfer of graphics data. The BLiTTER is capable of 64-bit reads and writes.

=\*= GPU =\*=

This is the true computational heart of the system. It is a custom RISC processor, with a 64-bit data bus, a 32-bit ALU and 32-bit registers.

There are other support components in the Jaguar that are not 64-bit in nature. This does not prevent the system from being 64-bit.

From this, it should be easier to see that the Atari Jaguar really is a 64-bit system.

(This document issued at Atari's "Fun 'N' Games" press event held June 20, 1995 at Atari headquarters in Sunnyvale, California. Tradenames used are Trademarks or Registered Trademarks of their owning companies.)

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In my last CATnips, I captured a lengthy list of popular World Wide Web Sites that cater to Atari Lynx or Jaguar gamers. My captures were revealed simply by surfing the net and I am certain I missed others. One such site I missed was STReport International Online Magazine. Their site can be reached with the following address:

<http://www.icba.com/streport>

I visited the site and found it to be a convenient way to grab the most recent issue of "STReport" which has covered the Atari product line for about 8 years now. STReport can also be obtained from The Bounty BBS by dialing 904/786-4176 or CATscan BBS by dialing 209/239-1552. New issues of STReport begin distribution every Friday evening. Many BBS systems have them up by Saturday morning.

=+=====+

Travis Guy is hoping to get an issue of "Atari Explorer Online" out this coming weekend. Coverage will include an exclusive report from Adam Urbano of Atari's Fun 'N' Games event Tuesday.

=+=====+

Jeffrey Norwood has just released the June/July issue of "Jaguar Journal" online magazine. Look for it in online service libraries or grab a copy off CATscan.

=+=====+

Danny Miskin has just released the #2 issue of "Jag Zone" online magazine. Look for it in online service libraries or grab a copy from CATscan. Please note that ALL CATscan files may be reposted on any public access service.

=+=====+

The July issue of "Next Generation" Magazine features and impressive 7-page pictorial interview with Mr. Sam Tramiel. PLEASE check this issue out even if you just read it at the magazine section in the store while the wife(husband) looks (and buys) new shoes(tools)! This one's a keeper!

=+=====+

Yes, the CD-ROM is still planned for an August release. Those of you asking for confirmations on that should be

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I've been getting a lot of praise for the decision to put
"Defender 2000" on cart. Apparently, a lot of onliners agree
with Atari's observation that everyone wants that to be a
"plug 'n play" game. Most everyone writing me realize that
no game play features are being sacrificed with this
decision. Atari just wants everyone to be able to enjoy thi
guaranteed Minter classic with or without the CD-ROM alread
attached to their system.
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Welcome to the newest members on my distribution lists.
Thanks for your interest in the Jaguar and all your help to
spread the word about our favorite machine!

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CATnips... Jaguar tidbits from Don Thomas (95.06.15)

Service: CompuServe  
Author: Brian McLaughlin 102006,3407  
Posted: 06/13/95, 08:24PM  
Message #: 83070  
Category: Jaguar General  
Topic: AEO tapes arrive

White Men Can't Jump...

Looks like a nice street ball game. Nice zooming and panning, with a pretty decent framerate. The street talk was a nice touch, but seemed a bit repetetive. However, if they pack this with the 4 way adapter at no extra cost, then I'll definately pick it up.

Defender 2000...  
Even though only Classic and Plus modes were shown,

they're enough to already have me drooling already.  
Great pixel- shatter explosions and I love the aurora effect in the background. Guess I'll have to live with the windows version of Defender available on the net until this one comes out, however, it's just not gonna be as fun! :)

#### Ultra Vortex...

Looks like a pretty cool fighting game, and I esp like the characters. And I love that announcers voice!  
Straight from, er, heck! My only complaint is I wish some of the animation was a bit smoother, but I'm still gonna pick this one up (been waiting for it for a while)

#### Battlesphere...

Great looking game with a great sense of humor. Some of those ships were hilarious, esp with the animations. I'd reveal some of them, but I think I'll hold off so that those who haven't seen the video yet can still be suprised. I know I was! :) Suffice it to say, the ships look great, the game looks well thought out, and the explosions are pretty cool (what more can you ask for?) This game looks real smooth and should be a real winner. On my "Must Buy" list. (Oh, that one ship looked A LOT like a Star Fury from Babylon 5. Hmmm...)

#### Hover Hunter...

This game looks real good, esp if they can put it on a 2 meg cart! Imagine what they could do on a CD. Yikes! It looks a lot like Comanche on the PC, and I was impressed with Hyper Image's support for items like the Catbox, Jaglink and even the VR helmet. If they can put in support for the VR helmet, I'll definately get this game. (And for those who've seen the interview with the HI crew, I think we all need to buy this game, if only so those poor guys can get some shoes! :)

#### Other Possibilities...

Other games that show potential and I may end up getting: Soulstar (Only some FMV was shown, but I have high hopes for Core Design), Fight for Life (I'll wait till it's done to post a verdict on this one), Skyhammer (little smoother scrolling on this one would be nice, but still showed potential. That 1994 date on it has me wondering what it looks like now), Power Drive Rally (Like the little touches, like skid marks on the road), Thea Realm Fighters (Some smoother character animations, and this could be a winner), Primal Rage (Looked like it was lacking in the color department, but I'm assuming that's not a final version <g>), Brett Hull Hockey (Some more polishing and this could be a winner. Like polish up that rink, looks a little shaby. And how about changing camera perspectives during the game?) Battlemorph (I wasn't a big Cybermorph fan, but this looks a lot nicer. One complaint I had from Cybermorph that's been addressed is that the planets now have skies and landscapes in the distance, which I think adds a lot of atmosphere. Now if only everything would bank when you turn. That would help add more to the illusion of movement, etc.) and Deathmatch (Could be a decent platformer, but that's not

my area of expertise)

...

My favorite non-game "thrill"...  
Getting to see what some of these net people look like,  
from Sven to Jeff Minter. And where were you, Don?  
Don't tell me you're shy in front of a camera! <g>

...

And that's my take on things. Sorry it's so long, but my  
fingers just wouldn't stop typing! (Just be glad I  
didn't type everything I wanted too! <g>)

Later!

BY

Remember, the AEO/E3 tape is available now. If you want a  
great way to preview great new Jaguar games, get this  
video. For more info, contact AEO through the Internet:

AEO.MAG@genie.com

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Another reminder, the next issue of Atari Explorer Online  
(AEO) will include a reprint of the "Pinball Fantasies"  
review from their January issue (and some great stuff on  
"Super Burnout"). A lot of people are bragging about their  
copies and it's a good time to see reviews since that game  
has just been released. Look for issue number 1123 of  
STReport for their "Pinball Fantasies" review.

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One of the Atari Product Managers tell me I can now confirm  
"Super Burnout" IS in production. (It has been for a couple  
weeks) Look for it soon or place preorders with your  
retailer now. "Super Burnout" is an arcade favorite and the  
Jaguar version is extremely faithful to the arcade feel  
INCLUDING the fun factor Atari is known for!

+-----+

Ms. Kristine Chambers also tells me that "Defender 2000"  
has just been "promoted" to cart format. I say "promoted"  
because "Defender 2000" lends itself to a plug 'n play  
format in my opinion. When you have the urge to play,  
you're going to want to play! It's clear that a lot of CD  
titles are coming together as they are now planned and  
there's no reason to steal the cartridge appeal of the  
classic remake away.

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Atari collectors and Jaguar gamers may like to look for  
page 133 of the July issue of GamePro magazine. Crave  
Division: Rockabilla, Inc. is offering a new variety of

licensed Atari Jaguar T-Shirts including one that features "Hover Strike", "Tempest 2000", "Iron Soldier" and the Jaguar eyes. Each shirt is just \$16.95 each and they sell Jaguar hardware and software too. For a free catalog or to order, call 612/942-9920. These T-shirts are 3rd party and not available direct from Atari.

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I don't often include news concerning competitors, since people on my distribution list are most interested in Jaguar specific information. Sometimes there's reason for exception. Please note, that although I am employed by Atari, any commentaries are my own and do not reflect the point of view of Atari Corporation.

On June 13, Golin/Harris, Nintendo's PR Firm, issued a press release announcing Nintendo's intention to drop participation in the Winter Consumer Electronics Show (CES). The major significance of this is the gaming industry trend toward dedicated shows such as the Electronic Entertainment Expo (E3) and away from CES. This new announcement from Nintendo comes within mere weeks of Nintendo's announced delay of Ultra 64.

Trade shows are significant within the industry because it's a major thrust behind putting products on store shelves. It's an opportunity to lure the buyers of the major chain stores. Nintendo's announcement which they say, "cements industry support for single yearly show", will be a major sacrifice for them because it will erraticate an early 1996 opportunity to show off any progress they may have made on their Ultra 64 system.

Meanwhile, a recent article in the Wall Street Journal reveals Trip Hawkin's efforts to sell 3DO/M2 technology to a broader range of potential buyers. According to the article, Sega is targeted with proposals and analysts theorize that is because "(Sega) needs help with its technology."

Mr. Jim Carlton, author of the article, points out that 3DO's "cumulative net loss is \$113 million since it was founded in 1993."

Gamers may recall that Sega of America scrambled to get the Saturn out earlier than originally announced in time to show for E3 as an effort to douse some of the impact of Atari's VR and Sony's Playstation. Backstage, Sega is literally giving away Sega CD systems to users in manufacturer-direct promotions in hopes of increasing the installed base of 16-bit CD users.

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A lot of people want to know where the best online support sites are. Here is a summary and in no particular order:

CATscan BBS

Dial 209/239-1552 \* 24 hrs. 14.4 Free/except LD charges

Toad Hall BBS

Dial 617/569-2489 \* 24 hrs. 9600 Free/except LD charges  
617/567-8642 \* 24 hrs. 2400 Free/except LD charges

Cleveland Free-Net Atari SIG

Dial 216/368-3888 \* 24 hrs. 300/1200/2400+ baud  
Internet: telnet freenet-in-a.cwru.edu or 129.22.8.32  
type "go lynx" or "go jaguar" from any menu

STAR\*LINX BBS Lynx / Jaguar / ST / STe / TT / Falcon030

Dial 602/464-4817 \* 24 hrs. 14.4 over 500 megs online

CompuServe Online Service (GO JAGUAR) [subscriber service]

Dial 800/848-8199 (voice) Ask for op #198 for more info.

GENie (JAGUAR) [subscriber service]

Dial 800/638-9636 (voice) for sign-up information.

Delphi [subscriber service]

Dial 800/544-4005 (voice) for sign-up information.

Also interactive areas on America Online and Prodigy

\*\*\* WORLD WIDE WEB and INTERNET SITES \*\*\*

\*  
\* The following includes sites that may not be Jaguar  
\* specific, but caters to Atari gamers and/or computer  
\* users. Internet access and appropriate software required.  
\* Sites have not been cross individually checked.  
\*  
\* Unofficial Atari Jaguar Home Page by Christian Svensson  
\* [www.bucknell.edu/~svensson](http://www.bucknell.edu/~svensson)  
\* Yak's Zoo (Jeff Minter's Fun Farm)  
\* [hyrax.med.uth.tmc.edu/misc/zoo/zoo.html](http://hyrax.med.uth.tmc.edu/misc/zoo/zoo.html)  
\* Toad Computers (retail and information site)  
\* [www.charm.net/~toad/](http://www.charm.net/~toad/)  
\* Jaguar Directory  
\* [akhl04.rh.psu.edu/pub/Jaguar/](http://akhl04.rh.psu.edu/pub/Jaguar/)  
\* Atari Jaguar 64-Bit Game Machine Stuff  
\* [wwwz.ecst.csuchico.edu/~jschlich/Jaguar/Jaguar.html](http://wwwz.ecst.csuchico.edu/~jschlich/Jaguar/Jaguar.html)  
\* Index of/~jschlich/Jaguar/  
\* [www.ecst.csuchico.edu:80/~jschlich/Jaguar/](http://www.ecst.csuchico.edu:80/~jschlich/Jaguar/)  
\* ST Format Page  
\* [www.futurenet.co.uk/computing/stformat.html](http://www.futurenet.co.uk/computing/stformat.html)  
\* CAIN Page  
\* [ace.cs.ohiou.edu/personal/mleair/cain.html](http://ace.cs.ohiou.edu/personal/mleair/cain.html)  
\* Cybercube WWW Page  
\* [www.interlog.com:80/~cyrel/](http://www.interlog.com:80/~cyrel/)  
\* Atari Home Page by Martijn Dekker  
\* [www.fwi.uva.nl/~mdekker/atari.html](http://www.fwi.uva.nl/~mdekker/atari.html)  
\* Steve's Atari WWW Pages  
\* [www.wmin.ac.uk/~richara/suitaref.htm](http://www.wmin.ac.uk/~richara/suitaref.htm)  
\* Atari Page by Dirk Klemmt  
\* [www.uni-frankfurt.de/~klemmt/atari.html](http://www.uni-frankfurt.de/~klemmt/atari.html)  
\* Atari Users List  
\* [www.dtek.chalmers.se:80/~d4reine/atari.html](http://www.dtek.chalmers.se:80/~d4reine/atari.html)  
\* Eero Tamminen's Atari Pages  
\* [proffa.cc.tut.fi/%7Et150315/atari.html](http://proffa.cc.tut.fi/%7Et150315/atari.html)  
\* CNAM Atari Pages



- \* web.cnam.fr/comp/atari/accueil.html
- \* Simon Gornall's Atari Pages
- \* www.ph.kcl.ac.uk/~sig/home.html
- \* Atari Page by Robert Krenn
- \* tpx5.htb.se:8000/~d93rkr/atari.html
- \* Atari Ghostwriter
- \* godel.ph.utexas.edu/members/timg/gs/gs.html
- \* Julian's Atari Page
- \* aire.ncl.ac.uk:80/Atari/index.html
- \* Atari Page by Frank Post
- \* www.gm.fh-koeln.de/~iss009/sonstiges/atari.html
- \* Atari Lynx Page
- \* math.ohio-state.edu:80/~harmon/lynx/
- \* Lynx Pages
- \* www.mcs.usu.edu/~kuito/lynx/
- \* Volker Burggraf Atari Pages
- \* www.hrz.uni-oldenburg.de/~burggrae/
- \* Martin's Atari Page
- \* www.dur.ac.uk/~d408x2/
- \* ZFC's Atari Page
- \* www.nl.net/~zfc/Atari/index.html
- \* STReport's Page
- \* www.icba.com/streport
- \*\*\*\*\*

Date: 14 Jun 95 04:13:01 EDT

CATnips... Jaguar tidbits from Don Thomas (95.06.13)  
 "\*\*\*\*\*"

I'm going to celebrate this edition of CATnips by giving it a theme... I'm calling it my "Personal Opinion Edition!"  
 <g> Last week I was forwarded an Internet message from someone feeling I was not entitled to a personal opinion or, at least, a right to express it within my CATnips format. So to that... I say "Bullpunky!" <g>

For the record, CATnips is NOT a formal statement of Atari Corporation and my personal opinions expressed herein are no one else's but my own. I think everyone on my private distribution channel (KJAG or WJAG for our friends East of the Mississippi <g>) knows that CATnips is my own personal means to fill the gap between what is newsy in the Jaguar spotlight, but may not be covered by press releases or formal statements. Subjects I have covered have been personal perspectives of E3, my adventures with CATscan (209/239-1552 == 14.4 == 24 hours), my impressions on games or simply where to find them, previews of neat stuff I've snagged for onliners at great prices (T-Shirts, posters, CD Soundtracks, videos, etc.), great online comments and more... lots more. I've even attached Press Releases from time to time. You can tell which ones they are because of the two secret words at the top of them... (PRESS RELEASE).

Also, for the record, I do work at Atari Corporation and my opinions are 100%+ biased in favor of Atari products. I'm sorry to shock some of you, but looking for ways to sell the SNES doesn't really pay my mortgage well. For what it's worth, working at Atari is a thrill for me because I get to swim in my favorite pool of entertainment products. Long before I knew Atari would scrape grease from my elbows, I

was collecting 2600 game cartridges, devoted to my 400 and 800 computers (no, those are not quantities) and attending Atari users' group meetings in Ft. Worth, Texas.

Although only one person I know of ever suggested I not voice opinions, I felt compelled to be PC (no pun intended) about it and 'fess up that I am biased. In the interest of fairness, I encourage anyone that chooses to republish copies of CATnips to point out that my expressed opinions are based on those things I think will help promote the Atari Jaguar (and Lynx). Those who know me realize I will never falsify anything, but I won't go out of my way to point out the occasional "not so good" stuff... Kind of like when I proudly show pictures of my son, I don't go out of my way to point out that his team lost their baseball season this year. Heck, if I'm going to paint, why not use colors I like! Right?

I suppose I should feel obligated to point out that the preceding was a biased editorial based on personal opinion.

Okay, let's move on <g>...

Some of you may recall that I was entertaining the idea of assembling a timeline of Atari's history. Although things like Christmas and E3 have shifted its position on my priority list, I'm still collecting goodies as sources for information. So far I have over 130 pages packed with material and I still have volumes of books and magazines to review.

I'd like to point out an excellent book I came across. It was recommended to me by John Hardie, a Jaguar devotee and CATscan member from New York who expressed his PERSONAL OPINION and... oh, anyway, the book is called: "PHOENIX: The Fall & Rise of Home Videogames". It was written by Leonard Herman who is a freelance writer, award winning lyricist, Atari game collector and computer programmer residing in New Jersey. The book is published by Rolenta Press with a copyright of 1994. Now the following review of this book is my PERSONAL opinion...

"PHOENIX: The Fall & Rise of Home Video Games" seems to me to be the most thorough history of the video game evolution I have seen. Unlike "Game Over" by David Sheff which takes an angle from primarily Nintendo's perspective, Herman's accounts appear to me (my opinion) to be evenly devoted to all the systems that contributed to the phenomenon of videogaming. It would have been nice if there were photos or illustrations because part of the charm to reminisce is to visualize how some of those old blocky games looked. I do not know the accuracy of all the data in the book, but the book is extremely well indexed (another opinion) and offers a three page bibliography in teeny tiny print.

The book is 298 pages and perfect bound by a generic looking cover. It is available direct from the publisher for \$22.49 which includes shipping costs. New Jersey residents need to add \$1.20 for the sales tax. In MY OPINION, it adds something to the book to have the author

sign it. You may want to make that request when ordering.

By the way, I am personally looking for a book titled: "ZAP" written by Scott Cohen and published by McGraw Hill in 1984. I found a copy in the library at Sacramento State University, but I would like to add a clean copy to my private library. The book is out of print and no longer available through McGraw Hill. (A FACT verified through the publisher... not an opinion.) Please EMail me at 75300.1267@compuserve.com or atari@genie.com if you have help for me on this. I am also interested in dusty, but good condition Atari 2600 game cartridges. Of course, the unusual ones would be most appealing. One such cart that comes to mind was part of a Puppy Chow promotion. Before you offer them away to me or anyone else, take a good look at them again. Some of those games were a lot of fun and you might see new versions of some of them playing on a Jaguar near you! <wink>

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Those looking for great Jaguar press, check out the July issue of POPULAR SCIENCE on page 41. (Note, it is my opinion that the coverage was "great", but it is NOT my opinion that it is found on page 41.) The system is pictured and a couple screen shots of Kasumi Ninja are featured to show the version with and without the parental code activated.

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Just as a premature footnote, I have received several comments back in agreement with my PERSONAL OPINIONS of "Pinball Fantasies". Look for reviews coming up in the upcoming issues of STReport and Atari Explorer Online. BTW, "Pinball Fantasies" is available NOW!

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The new July issue of VIDEOGAMES reached me today. In MY OPINION, our buddy Chris Gore is at it again. Although our recent lunch meeting with Gore was after this issue went to press, there are a few "technical errors" which will appear to be new because the magazine is just coming out. One of them happens to be the FACT (not opinion) that the CD-ROM is still scheduled for release in August... not "by Christmas" as quoted in the magazine. Please help notify gamers in advance of this.

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Your favorite press celebrities have been invited to a very special FUN 'N' GAMES event at Atari headquarters. Look for early feedback from them within a couple weeks. The event will open opportunities for sneak previews, exclusive interviews (and the separation of opinion and fact).

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I still get a lot of EMail asking if we still have AvP or

IS posters, Tempest Soundtrack CDs and videos. Yes, we have all of them for collectors and enthusiasts. Whenever I get a chance, I snag some for the onliners in case they want to get one. Just follow the instructions in the ad to place your order. Please keep in mind that the Tempest Soundtrack CD is now scheduled for release as a pack-in with the CD-ROM so don't order one if you can wait until then. Also, the best recent video (IMO) is actually from Atari Explorer Online. Here's what the onliners are saying about the AEO/E3 video...

Service: GENie

Author: C.SMITH89[CLINT/A.P.E.]

Posted: 06/09/95, 08:29PM

Message #: 148

Category: The Jaguar - Atari's latest Game Console!

Topic: ATARI@E3

"...Terrific quality work... Rayman looks killer... Hopefully the rest of SoulStar will be as good as it's FMV intro. Woah! Missile Command 2000 is looking very nice indeed. White Men Can't Jump looks and sounds very cool. Nice effects. Shut Up and Jam's setup screens look nice. Nice to see that it's being handled by Ringler(they did Lynx Hockey, Mario Lemieux for Sega, and some computer sports games for Mindscape years ago). Fight For Life looks GREAT. Much better looking than Virtua Fighters on Saturn. The best move shown on the video is when a character gets finished off with a vicious looking bearhug. Nice FMV for that NERF ad. Defender 2000 plus looks excellent. Love the aurora and the various sounds (especially the sizzle of the lightning lazer). It should kick with the right music. More great looking FMV for Varuna's Forces. Pinball Fantasies looks pretty good and the music is quite nice. Flip Out...boy what an odd looking(but neat) game. Ultra Vortex is looking great(especially since the background smooth scrolls ... no more jumpiness). Lucius has some great looking attacks. SkyHammer looks promising. Power Drive Rally looks and sounds excellent. Love the reflection of the sky in the water. Ruiner looks interesting. The war motif appeals to me more. Some cool sound. Battlesphere ... WOW ... Battlesphere. Oh my god, it's full of stars! Somebody clone the 4Play gang. I especially love the music. It sounds EXCELLENT. Also, I don't care who you have to bribe ... keep the Star Raiders shot sound. Who'd think that an 8-bit game's sound effect would seem so right in a 64-bit game? Thea Realm Fighters looks to have promise. Really nice backgrounds. The FMV on Blue Lightning is incredible. I'd really like to see something of a level where you're flying over ground though before I condemn it(plus, it's probably still being worked on). Primal Rage is looking VERY close to the arcade game. Hyper Force strikes me along the same lines as Switchblade 2 on the Lynx. I hope the game is still being worked on(your character looks super stiff). Creature Shock has to have the BEST FMV on the Jag CD. It looks unbelievable. Even if there isn't much gameplay, it still may be worth picking up just to blow your friend's minds. Brett Hull Hockey(also from Ringler) is also looking VERY promising.

Could be a good one. Vid Grid looks pretty good. People's thoughts that it might be very easy to piece together a music video in motion need to take a look(ouch, tough). Battlemorph. YES. Great FMV. Visually it's a step beyond the original and the underwater stuff looks great. Deathmatch gives me almost an EarthWorm Jim feel. Very pretty. It'll be interesting to see what they do with it. Finally, Hover Hunter looks very neat.

Terrific job, AEO gang.

(Oh, when I said the Jag logo looked neat, I meant this cool FMV logo sequence. It's looks great).

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Service: GENie  
Author: C.BENAVIDES[CB Sez]  
Posted: 06/10/95, 12:10AM  
Message #: 151  
Category: The Jaguar - Atari's latest Game Console!  
Topic: ATARI@E3

I just finished watching both AEO tapes ( which I received today!). They are great. I personally can't wait to get BattleMorph and BattleSpere. My 11 year old son wants Vid Grid. Great job by the AEO guys.

-CB Sez

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Service: GENie  
Author: C.WELLS10[Ginsu]  
Posted: 06/10/95, 02:57AM  
Message #: 152  
Category: The Jaguar - Atari's latest Game Console!  
Topic: ATARI@E3

Got both tapes in this afternoon;had to skim through the Atari one real quick before work, getting ready to sit down and watch now. What brief bit I saw earlier looked excellent! Rayman, Ultra Vortex, Defender 2000, White Men Can't Jump, Battlemorph, Battlesphere(AWESOME!)and Hoverhunters looked like the best of the bunch, with many others looking really great (or promising on the early ones). The intros on the CD games were all spectacular! Gotta go watch, more comments to follow!

ginsu

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Service: CompuServe  
Author: Daniel Skelton 73742,464  
Posted: 06/12/95, 10:51PM  
Message #: 82913  
Category: Jaguar General  
Topic: AEO tapes arrive

Got mine today, and spent most of the evening watching it. Great stuff again, and thanks!

Dan Skelton  
Antique Videogame Aficionado and Proud Jaguar Owner

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I am getting a lot of EMail on the E3 Video. Please!... the video is available exclusively through Atari Explorer Online. Contact them through the Internet for ordering info: aeo.mag@genie.com

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A lot of people have asked about the software schedule. As many of you have heard, there are enough software projects in the works for the Jaguar to have a library potential of 75 - 100 titles to have been released by the Holidays. Many of them have already been announced. Here is the schedule from E3: (although NOT based on opinion, the FACTS are subject to change <g>)

JUNE:	Pinball Fantasies	Super Burnout
JULY:	Air Cars	Fight For Life
	Flashback	Power Drive Rally
	Rayman	Ultra Vortex
	White Men Can't Jump	
AUGUST:	Arena Football	Baldies (CD)
	Battlemorph (CD)	Blue Lightning (CD)
	Creature Shock (CD)	Demolition Man (CD)
	Dragon's Lair (CD)	Flip-Out
	Highlander I (CD)	Myst (CD)
	Pitfall	Rise of the Robots (CD)
	Robinson's Requiem (CD)	Ruiner Pinball
	Space Ace (CD)	Vid Grid (CD)
SEPTEMBER:	Atari Kart	Battlesphere
	Charles Barkley B'Ball	Hover Hunter
	Hover Strike (CD)	Max Force
	Soul Star (CD)	Space War
	Super Cross (3D)	
OCTOBER:	Attack of the Mutant Penguins (CD/Cart)	
	Braindead 13	
	Defender 2000	
	Dragons Lair 2:Time Warp (CD)	
	Highlander II (CD)	
	Starlight Bowl-a-Rama (CD)	
	Sky Hammer (CD)	
	Thea Relm Fighters CD	
NOVEMBER:	Brett Hull Hockey (CD/Cart)	
	Commando (CD)	
	Dactyl Joust	
	Formula Racing (CD)	
	Highlander III (CD)	
	Primal Rage (CD)	

DECEMBER: Black Ice\White Noise (CD)  
Deathwatch  
Magic Carpet (CD)  
NBA Jam TE (TBD)

JANUARY 96: Dune Racer (CD)  
Iron Soldier II (CD)

FEBRUARY: Alien Vs Predator (CD)  
Mind-ripper (CD)

APRIL: Batman Forever (CD)  
Frank Thomas Big Hurt Baseball (TBD)  
Ironman/Exoman (TBD)  
Mortal Kombat 3 (TBD)

JUNE: Dante (CD)

Date: 07 Jun 95 23:52:55 EDT

Okay. LOTS of you <<<S-C-R-E-A-M-E-D>>> (just as you should have) over the Ultimate Gamer magazine article which appeared in their premiere issue (cover date; July 1995). For example, in that issue, Jaguar gamers were misinformed that the CD-ROM (to be released in August) was going to be single speed and... well, let's just say it was a bad hair day for the unnamed author of that article.

Chris appeared in his trademark cap, calloused punch-button thumbs and glazed-over video eyes. He was all ablaze with energy. He talked about the future of the gaming industry and how well he thought Atari fit into the plan with a super system priced at less than \$160. He shared with us his enlightenment from the E3 show and how he has come to conclude that there's room in the market for multiple high end systems as long as they were priced affordably. He talked about some great things happening in upcoming issues of his magazines and how much he has come to realize Atari

is in a great position and that fact will be reflected in forthcoming issues.

With Chris' permission, I have managed to grab some snippets from the Editorial by Ultimate Gamer's Frank O'Connor which will appear in the second issue to be released July 25. I am obligated to say that this preview is subject to grammatical and technical corrections before it is actually printed....

"Plugged In..."

"Welcome to the second issue of ULTIMATE GAMER. The response to the first issue was over-whelming..."

"It seems we also upset and confused a number of Jaguar owners. We incorrectly reported that the Jaguar CD was a single-speed unit..."

"We apologize both to Atari and to nervous Jaguar owners for our unforgivable error..."

"...it must be said in Atari's defense that E3 was a very good show for the company. All things considered, there was more software, better games and a much healthier presence..."

"The Atari Virtual Reality headset was drawing crowds from all over..."

"Jaguar's custom graphics hardware is almost perfectly suited to the shaded polygons required by Virtual Reality games. Better yet, the multi-processor architecture means there is less of the annoying Virtual Reality lag when you move too quickly..."

"Atari may have single-handedly cracked open a new market, being the first company to produce a VR game system..."

"Atari really hasn't made any big mistakes. Its machine is hot, the pricing is incredible and the ideas are fine..."

"The company that started the business may yet find itself in a position to dominate..."

I hope Jaguar users will pick up this issue of Ultimate Gamer and let me know what they think. It is also important that Jaguar gamers let Ultimate Gamer know that they are appreciative of healthy Jaguar coverage. Ron Beltramo was very instrumental in getting Chris Gore and company to look hard at Atari's position and the way the video game market is shaping up. We all agreed at lunch to the obvious... more quality software ASAP! We also agreed Atari is dealing with this in a very serious way with a lot of great software coming very soon. Now, more than ever, Atari is in a great position to make that happen as long as we stick by our guns, er, I mean joypads! <g>

By the way, you can contact the Editorial offices of Ultimate Gamer by writing:



Ultimate Gamer Magazine  
9171 Wilshire Boulevard, #300  
Beverly Hills, CA 90210

Date: 07 Jun 95 00:27:43 EDT

I've always thought it would be fun to own a private arcade room. Nothing elaborate.... just a few professional coin-op machines. A "Space Invaders", a "Missile Command"... an Asteroids perhaps. My brother has a classic "Kickman" machine... remember that one? I once owned a generic knockoff machine that had an abstract resemblance to "Galaxian", but it never worked well and I sold it one day to someone who knew how to fix it up better than me.

I don't think I will really ever own that arcade. Neither will I ever build that personalized cinema or private amusement park that's always sounded fun, but I do own an Atari Jaguar. With the Jaguar, I already own the exact arcade version of "Raiden" (2 player is better on the Jaguar) and a super new version of "Tempest". "Defender" is forthcoming soon and other classics have been promised.... (Not to mention other great titles such as "Iron Soldier", "Doom" and "Alien vs. Predator", but that's another great story.)

At the recent E3 (Electronic Entertainment Expo; the huge trade show for the gaming industry in Los Angeles) I had the opportunity to preview a new game which is coming to the Jaguar this Friday (June 9th). The game is called "Pinball Fantasies" and is published by CWest. CWest emerged recently as a new software publisher. They ONLY publish games for the Jaguar and released "Cannon Fodder" a couple months ago. Look for a preview of their third title on the Atari Explorer Online (AEO) video coverage of E3.

"Pinball Fantasies" is like getting four great pinball coin-op machines and putting them into my virtual arcade. I was hooked within minutes of playing the game. My favorite is "Stone's 'N' Bones"; a playfield based on a ghosts and goblins theme, but there's also "Partyland"; based on a traveling carnival, "Speed Devils"; based on an automobile raceway and "Billion Dollar Game Show"; based on popular television game shows.

A lot of video games cater to gamers who want to spend hours and hours doing complex things without coming to any ending. Earning health, casting spells, collecting jewels, answering riddles and maneuvering along obstacle-infested pathways are some of the basic components of contemporary game playing. For those of us who just want some old fashioned mindless entertainment sometimes, nothing beats the hypnotic roll of a pinball as it pounds it way up and down the cling-clang alleyway. "Pinball Fantasies" has all the bells and whistles... the responsive flippers, the high-score screens, the ability to "nudge" the table, colorful targets, score multipliers, touchy bumpers, run-a-way ramps, drop zones and more. It has darn right decent sound effects and brings home the arcade feel of

good pinball arcade action. If you remember "David's Midnight Magic" for the Atari 2600, that was one great pinball game back then! Now "Pinball Fantasies" brings it all up to date with four fun playfields on one cartridge.

The suggested retail of "Pinball Fantasies" is \$59.95 and it will be at your dealers June 9th. The suggested retail on "Cannon Fodder" (also by CWest) is Now Only \$49.95.

Last week, CWest announced an interesting offer out to all retail video game department employees on "Cannon Fodder". There is a \$500 reward, a \$300 reward, (12) \$100 rewards, (24) \$25 + a Jaguar T-Shirt rewards, and "a ton" of FREE Jaguar T-Shirts. If you are a good video game player you might want to check in with your local retailer and team up with a qualified employee and go for it.

CATnips... Jaguar tidbits from Don Thomas

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Date: 02 Jun 95 00:25:22 EDT

Pinball Fantasies WILL BE IN STORES on June 9. The product has shipped from the factory and is in route to retail shelves NOW. I played with Pinball Fantasies at E3. I found it to be as appealing as any pinball game I have played with the added appeal of multiple playfields. I happen to like pinball simulations and I found Pinball Fantasies to be addictive. It includes high resolution graphics and all the bells and whistles found on real pinball machines.

Laury Scott has announced in the Jaguar forum that "Super Burnout" is IN PRODUCTION. YEA! This motorcycle race game is VERY controllable as well as a heck of a lot of fun to play.

A lot of Jaguar gamers have asked about the Jaguar's ability to integrate Q-Sound(tm) effects into software. Q-Sound is a proprietary method to reproduce sounds so they audibly "appear" to be actually coming from their original source. This technology effectively emulates sounds made in front of the listener on a horizontal plane. In other words, the sounds cannot reveal whether they were made higher or lower than the listener, but can reproduce sources in front of the listener at variable distances within almost 180 degrees. I'm sure a developer can explain it better, but the technology is licensed by Atari and routines have been distributed to developers to integrate Q-Sound effects into future games. As I understand it, the routines work by passing monophonic sound samples to them with parameters that define the position of the sound source. I think this offers a lot potential for future development.

Jefferey Norwood's recent informal conference went very well. His impromptu style lured a lot of participants including Atari personalities such as Francois Bertrand and Laury Scott.

Date: 19 May 95 00:56:49 EDT

## Jaguar Virtual Reality - VR Headset Official Specs

### Head Mounted Display (HMD):

Less than 1 pound. Two degrees of freedom (DOF) tracking, stereo sound, and 52 degree horizontal by 40 degree vertical field of view. Uses a single 0.7" TFT active matrix color LCD containing 104,000 pixels.

### Optical System:

Custom-designed pupil projection with aspheric acrylic lenses, beam splitters, mirrors and thin film coatings. Large exit pupil size of 5mm x 14mm. Can be used by anyone with an interpupillary distance between 45mm and 70mm.

### Focus Adjustment:

There is no need for focus adjustment because the optical system is highly tolerant, projecting a binocular image, aligned to infinity to both eyes.

### Tracking Systems:

"V-Trak" is the fastest tracker ever developed for the consumer market, with a sample rate of 250Hz and a lagtime of only 4 milliseconds.

### Optional Joystick:

Offers two of six degrees of freedom, allowing greater control over movements in the virtual world. Jaguar VR games can also be played with the standard Jaguar controller.

### Docking Station:

Houses "V-Trak" position sensing system, a joystick interface and high speed communications link to the Jaguar for transferring audio and visual tracking data.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale, CA.

Date: 18 May 95 04:07:54 EDT

### CATnips... Jaguar tidbits from Don Thomas

A lot of people are asking me to debrief the Electronic Entertainment Expo (E3). First, although I am obligated to say it was fantastic, it *\*was\** fantastic. Here's how it went for me...

Wednesday, May 10, 1995: I arrive to work as always in the morning and complete as many unfinished tasks as possible. My biggest concern is to keep the promotional fulfillments on track while I am away and I was satisfied about that by the time I left. My flight out of San Jose to LAX was at 1:50. I arrived to the gate about an hour in advance. I carried with me my luggage, printed materials for a rep meeting and one of the many CD-ROM players that would be on display at the show. Southwest has a "friends fly free"

promotion and my flying buddy was John Skruch. I remember we received boarding passes numbers 4 and 5. John wanted number 4 as I recall because that is how old his son is. I think I remember Sam Tramiel had boarding pass number 8 for the sake of some obscure trivia game in the future. Our group on this flight included me, John Skruch, Sam Tramiel, Lynn Latz, Shirley Taylor, Loic Duval and Scott Sanders.

The flight took about one hour or so and we arrived in LAX without a hitch. John and I rented 4 wheel drive vehicles because we would need them to visit retailers after the show on a couple of evenings. When we arrived to the Avis lot, Sam volunteered to get my vehicle for me (I was tied down with a lot of stuff). I did plan to tip him a \$1, but there was a misunderstanding about the vehicle and I never got to joke with him by handing it to him. After getting our cars, we assigned navigators and we headed for downtown LA. Scott Sanders was my navigator and Sam rode in the back.

We took 110 North and exited at Ninth Street. Our hotels were on Figueroa Street. Sam stayed at the Westin Bonaventure Hotel while most of us were at the Omni Los Angeles (formerly a Hilton); a couple blocks away. We dropped Sam off, then Scott and I went to check in at the Omni. After dropping off our things, we walked to the Los Angeles Convention Center. The walk took about 12 minutes from the front door of the hotel to the front door of the convention center. Across from the entrance of the center was a mammoth Rayman on top of a building. It was one of those colorful inflated balloons that always seem to draw attention. When we arrived we could not recall which hall our booth was located (the show took up two major size halls plus one smaller one). Consequently, Scott and I took a preshow tour of the West Hall briefly until we figured out Atari was in another hall. We did manage to figure out we were supposed to be in the South hall and we headed that way.

It always amazes me when I go to these things a day early and see the condition of the booths. All your senses tell you that hundreds of man hours of work lie ahead before the show starts, yet the rational mind reminds you that the show opens 10 am the next morning no matter what shape its in. Everything is in disarray. The aisles are full of high-powered forklifts and booth parts, empty boxes and ones that aren't so empty. After the realization of how much work there is to do in what little time is left, I am struck by the awe of the size of investments companies make at these shows. There was a small mock up of the Enterprise bridge, a full scale battle tank as well as the Batmobile and a working waterfall. There were miles and miles of cables, lights, portable walls and many of the booths go so far as to have plumbing installed for just the three days of the show.

The Atari booth was as awesome as most all the others. It was creatively constructed to appear as two large booths although it really was only one. On the front side were two podiums that were topped by one chair each. These would be

the Virtual Reality (VR) stations. Next to each station was a display case to allow visitors to see the Jaguar VR headsets closeup. The real estate at the center of the booth was taken up by a huge building with about 6 rooms. The two forward rooms were primarily designated for very private previews of the Jaguar VR headset. The two middle rooms plus the one at the far left were used as sales rooms and a sixth room at the far back was used as a dressing room for the Thea Relm Fighters as well as a storage area. The "building" had high walls and it was made of a highly appealing patterned red material with towering yellow spires that were layered to show depth and dimension. A huge Jaguar banner hung from the ceiling and could be seen when entering the hall.

The carpeted areas in front of the offices and behind the VR stations had numerous Jaguar kiosks with a different new Jaguar game running on each one. Behind the offices were four huge displays. One featured The Relm Fighters, one sported White Men Can't Jump, one spotlighted Ultra Vortex and the fourth one highlighted Rayman. Between these were numerous additional kiosks.

When I arrived to the booth, the major work had been finished by the union builders and the details were being put into place. Specific posters were designated for each office. Certain brochures had to be placed in the right places. Giveaways had to be accessible and all the displays and kiosks had to be dusted. As I helped, Ron Beltramo called the booth and asked for me. He said he needed one of the boxes I had brought from Sunnyvale taken to the Bonaventure for a rep meeting that evening. It was the box I had left at the Omni, so I walked back to get it and take it to him.

The Bonaventure is one of those magnificent hotels. It's one of those with elevators on the outside of the building. From street level, you see the numerous people containers seemingly race each other up and down the skeletal beams of the building. From inside each elevator, the rider sees a breathtaking view of lights and motion as if in a small plane skimming the sky. I think I remember that the Rep meeting was in Suite 1308. I took the box there and found that there were a row of suites that were being prepared for the meeting to be held an hour or so later. I was still dressed in my Jurassic Park shirt and jeans so I thought it best to leave the meeting up to the suits that were there and I returned to my hotel. As a side note, there was a lot of filming going on at the Bonaventure as well in the city streets as we were leaving on the last day. I think the movie was called In the Nick Of Time or some such thing because that was painted on some of the crowd barriers.

Once back to my hotel, I showered, called my wife then went on a mad hunt for food.

Thursday May 11, 1995: By 8:15 a.m. I was to meet John Skruch at the hotel garage and that's exactly the schedule we kept. We had to get some items out of storage, load them in our 4WDs and escort the Thea Relm Fighters over to the

convention center. By 9:00 a.m. we were at the convention center. By this time, the trucks were off the floor, the aisle carpeting had been laid and only a few booths looked as if they may not make it completely by the time the show opened at 10 a.m. All of us made a final check at stations to which we were assigned to be sure software and hardware was functioning, our Jaguar pins were straight and our smiles were fresh and friendly.

The show opening was fun to see. There were the natural crowd draws such as the Batmobile and actors dressed as Klingons, but it was clear to me that a lot of people had specific agendas and it seemed a lot of them had Jaguar at the top of their list. The booth was instantly full of people and it remained that way until after last call on the last day. In fact a Sega employee we ran into at the airport remarked to a couple of us that he was amazed at how crowded our booth always was.

Now may be a good time to describe what E3 is. E3 is a trade show. In this case, the trade show is focused on a theme of primarily computer and video gaming. It is not open to the public, but to the buyers in stores that decide what you will see on their shelves for the next 6 months to a year. The show is an opportunity for manufacturers and developers to romance new business and network new projects. Resumes are often exchanged and old friends are reunited after having not worked together for a long time. The displays and booth space at these shows can easily cost into the hundreds of thousands of dollars not to mention the cost to staff or pay models or actors to be there. Since it is a show that everyone who is anyone attends, meetings are made, kept and broken which can easily translate to signed or unsigned deals that involve countless dollars. The companies that buy booths at these shows hope to attract press coverage, new volume buyers, new market distribution channels, new developer contacts and basically new business overall.

In Atari's booth, three key elements seemed to capture the interest of people who attended. First, was the phenomenal breakthrough of VR technology. Technology that refines the best known infrared tracking systems, couples it with advanced VR firmware and software and packages in an add-on peripheral system for around \$300. Secondly, was the awesome number of CD-ROMs and CD-ROM-based software on display at the booth. Titles like "Primal Rage", "Myst", "Blue Lightning", "Creature Shock", "Battlemorph", "Dragon's Lair", "Vid Grid", "Bret Hull Hockey", "Varuna's Forces" and "Highlander" just to name a very few. Third, was the incredible number of titles on display in general with most of them appearing to be complete although most had at least some work that needed to be completed.

It was on this first day I met up with Christian Svensson and his colleague Jim Marsteller. They were like children in a candy store as they began their intensive video survey for the two Atari Explorer Online videos they were producing. In fact, these videos will be available soon (complete with Atari commercials, interviews and

direct-line feeds) at nominal cost. For more info, write <aeo.mag@genie.geis.com> through the Internet. I also met with Carsten Nipkow of CSCN-Europe. Carsten is a CATscan member and imports and sells Jaguars to a frenzied Jaguar market in Germany. Carsten also publishes a German language Jaguar magazine. His fax and BBS number in Germany is 0221/427437. I saw Tom Harker of ICD and Peter Curry of C-West (got previews of Pinball Fantasies and a new game they just took on in the past few weeks). On one of the days, I took personal delivery of the newest Toad Computer Catalog and I was visited by Steve Forbis of Prodigy. I shook hands with Neil Harris, Li Kramer and Jim Fisher which are names some of you may recall.

There were the professional film crews there to grab VR footage for their E3 coverage and there were acres and acres of people converging on the booth as they found an opportunity to do so.

At around 4:30 p.m., I grabbed Tal Funke-Bilu and we drove to The Wherehouse in La Crescenta. Armed with about four flash ram cards we snuck out from E3, we set up a table in the store and let customers play them. The store manager, Greg, was fantastic! He loved the Jaguar (owns one himself) and was very helpful as we set up. In fact, he played a copy of the "Tempest 2000 Soundtrack" over the store's audio system while we were there and all the employees wore Jaguar T-shirts. I must say that it is a real pleasure to be working with Tal too. He loves showing off the Jaguar and he never seems to get tired showing people tricks and tips he thinks they'd like to know. Tal came to Atari from the staff of Atari Explorer Online. He worked for me in Customer Service for a long while, then was pulled away to John Skruchs' group for game testing prior to the Holidays last year. We left the Wherehouse just after 9:00 p.m. and had dinner at Jack in the Box.

Friday, May 12, 1995: Another day, another dollar. Again up early with a drive to get to the convention center before 9 a.m. so all the coffee cups weren't gone. Like the day before, the show opened with hoards of people anxious to try the VR demos and see the newest CD-ROM titles. I have no idea what was going on behind closed doors, but I can tell you they were always closed. On the rare occasion when I did see the likes of Jon Correll, Ron Beltramo, Sam Tramiel, Augie Liguori, Laury Scott, Garry Tramiel, Bill Rehbock or Dean Fox duck in and out they seemed to all have that same happy smile... not like those they wear at shows they have to be at... more like a show they were happy to be at. Who knows, maybe it was my imagination going crazy after watching crowds gather for Thea Reilm Fighter autographs or the Rayman-dressed actresses hanging around the booth. Whatever it was, it was a charge that seemed to keep everyone smiling.

At 4:30, Tal and I snagged our demo carts and ducked out to visit the Good Guys in Redondo Beach. We got a little lost and arrived a little late, but we stayed an extra half hour longer to make up for it. The store personnel were fantastic. They let us set up right in front of the main

entrance and shut down all the other systems while we were there. Although we had sneak previews of "Burnout", "White Men Can't Jump", "Ultra Vortex" and "Rayman" with us, everyone wanted "Doom". One customer stayed quite a while. We would set a special code for all the weapons and he would get a charge out of shooting bad guys. After, watching him lose health when shooting things too close, I finally suggested that he step back before shooting to help him along. He did too. The next time, before he fired, he physically jumped back first. I suggested he only have to move his player back on the screen.

The employees at the Good Guys were attentive to their customers, but stopped by our display every chance they could get between. I wish I could remember names better than I can. There were so many nice people that were fun to meet and know. Just after 9:30, Tal and I closed up shop and ate dinner at a nearby Carrows restaurant. (BTW, Tal loves Strawberry pie.)

Saturday, May 13, 1995: On the last day of the show, traffic overall was a bit thinner, but the Atari booth still hummed. Francois Bertrand was still being summoned to show off "Fight For Life" moves and Jeff Minter was virtually being worshipped for his work on "Tempest 2000" and the work so far on "Defender 2000". Diana Bredfeldt and Kristine Chambers helped more streams of people on the VR demonstrations. Sandy LaBrec, Lynn Latz and Shirley Taylor did a tremendous job answering front desk questions and keeping literature stacks piled high. Lance Lewis, Scott Sanders, Dave Schwartz, Ted Tahquechi, Faran Thomason, J Patton and Norman Kowalewski filled in where needed and focused on special projects such as developer workshops. All of our pockets were full of business cards and everyone ignored the initial signs of being tired or sore from all the standing. I should also recognize John Tarpinian and the user group help he organized for the show. John is well known for his Atari Glendale shows in past years and his willingness and readiness to help whenever Atari has asked him and his helpers for it. I regret not being able to remember everyone's name, but not without appreciation for their valued support.

I think a special note is deserved of Mr. Greg LaBrec. He was the first to go and the last to return. He was solely responsible for the rare ability to blend what everyone wants into a workable, appealing and effective booth. Greg arranged everything from the construction of the booth to the schedules of airlines, van pools and parking. Greg knew how to solicit help and make sure it all came together when and where it needed to.

The show concluded and in a blink of an eye, I was on my 6:50 flight back to San Jose airport and on my long drive home to see my family.

Sunday was a wonderful Mother's Day.

Date: 19 May 95 00:27:05 EDT



CATnips... Jaguar tidbits from Don Thomas

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E3: Supplemental...

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Soon after I finished my review of the Electronic Entertainment Expo (E3), I remembered other great things and people related to the show. For an overview of E3, see my CATnips from last evening. I think some of these other items are big news so I want to pass them on.

For those of you looking for a dedicated Jaguar magazine, it's coming. The Jaguar's Edge will premier as a bi-monthly in July. I met the publisher, John Marcotte, at E3 and he shared with me some of his exciting plans as well as some layouts. The first issues will be 32 pages and printed on high-gloss stock. Distribution will be direct to the home through the mail and Toad Computers and Steve's Software will have copies as soon as they are rolled off the presses. John tells me that Pat Solomon from the Des Moines Register will become the Features Editor. In addition, Christian Svensson will be a feature writer. Other surprises are pending formal announcement.

Early subscribers of The Jaguar's Edge will find a \$20 discount coupon on Telegames' "Brutal Sports Football" or "International Sensible Soccer" as a bonus. A one year subscription is just \$15. For more information, contact the publisher through the internet: <jmarcott@mother.com>.

Dave and Jennifer Troy stopped by at E3 and gave me fresh copies of their new color catalog. I like their catalog because it does an exceptional job to describe each item in terms I can understand. I also like it because they sell a lot of nifty Jaguar stuff as well as virtually anything for the Atari computer lines. The cover price of the catalog is \$3, but I'll bet they can include one with most purchases. For information, call 410/544-6943.

Speaking of dealers stopping by, Steve's Software customers will be happy to know that Steve Kipker made his rounds at E3 too. Steve was anxious to get the stories behind all the new upcoming releases so he could share the news with his customers. For Steve's latest catalog, call 904/762-8370.

Terry Grantham and Pete Mortimer, of Telegames, were at the show. They were showing off their newest Jaguar titles in the Atari booth and talking about their upcoming release schedule.

John Skruch reminded me this morning that he also left E3 a little early on Thursday and Friday evenings to visit retailers and offer demos to customers. As a matter of fact, he took the Thea Relm Fighters along with him. On Thursday, John visited the Virgin Megastore in Hollywood. One young birthday boy changed his mind from a CDi after John pointed out the advantages of the Jaguar 64-bit system. The event was so crowded and successful that over 70 T-Shirts were given away in about 5 minutes.

On Friday, May 12th, John took the TRF team to the Electronics Boutique in Lakewood. At both locations, John managed to "borrow" "Defender 2000" and "Thea Realm Fighter" flash ram carts direct off the E3 floor to show off to customers. He tells me "Val D'Isere Skiing and Snowboarding" and "Doom" were favorites among the titles he had to show that were already out for the Jaguar.

## Jaguar Game Reviews

### Hover Strike

A review by Mark S. Smith

This month I take a plunge into the latest release by Atari for the Jaguar, a fully texture mapped hovercraft game. It seems a planets colonists have disappeared (tried looking down the sofa?), and the terrible Terrakian Pirates have taken over the whole planet. Their deadly forces patrol the surface and they have set up a factory to extract valuable organic compounds from the human

corpses. An atmospheric cannon has been installed by the Terrakians making your armada's attack impossible.

Your job using a heavily armoured hovercraft is to knock out key targets, advancing until eventually you knock out the atmospheric cannon allowing your forces to come to your aid.

On turning on the Jaguar you are greeted with title music and an attractive picture of your hovercraft, you are taken through the story and into a demo sequence of the game. On the title screen you have the option to start from a new game or from a save. Starting a new game you choose the difficulty level from Easy, Normal, and Hard. Starting from a save takes you to the missions available on your save, if you didn't have a save you are taken to the first level on the Normal difficulty setting.

Starting a game you are taken to the mission selection screen. Here you see the various information on your ship and on the mission. Using the joypad you cycle through the missions. The game is split over five levels, each holding six missions. All six missions must be completed before you can progress to the next level. Five missions take place on different texture mapped terrains, the sixth takes place at night. Here goraud shading is used to give a very atmospheric night shading effect. Explosions, flares and laser blasts light up the scenery at night in a very pleasing manner.

Selecting a mission takes you to a screen giving further details on the mission along with a rotating view of your target. Next your drop ship deploys your hovercraft over the terrain and the action starts straight away. It's a good idea to start with the brakes on.

You're under attack as soon as you start most missions, with each hit your craft is pushed and the shields reduced. Control is fairly easy but does take a small amount of time to master. Being in a hovercraft you follow the land and bob and bank accordingly. Mastering control you can pull off some impressive stunts, thrusting in one direction and turning to shoot in another.

Enemies consist of everything from gun turrets to space craft, walkers and

land tanks. Often these craft take several hits and have powerful weaponry at their disposal. To help you have several special weapons. These are missiles, guided missiles, mortars and flares (only available on night missions). Special weapons should be used sparing as they are finite.

You can use a compass or a scanner when flying. The scanner shows the location of your targets, enemies, and extras for your ship. Extras are found on the surface in crates. These contain energy, shields, or extra ammunition.

The keypad is used for functions, such as locking onto targets, launching special weapons, radar/compass toggle, or using the external viewing camera. Using the camera you can view the action from outside the ship, and can zoom and rotate the view at will. However this view is not very practical as objects such as hills often obscure the view, and it is too hard to guide your ship and aim weapons.

Using a second joystick another player can play as gunner, taking control of the gunsight and all weapons. This works surprisingly well and enhances the game, with good teamwork required.

Mission targets can be stationary targets such as a fuel tanks or radar stations or moving targets such as supply convoys. Once all targets are destroyed you complete the mission. Complete all the missions and move to the next level and another set of different harder missions.

You start with 3 lives with an extra life every 50,000 points. On the mission select screen you can save the game but are limited to one save. Options allow you to change the volume of music or all sound, you can also turn the music off altogether.

Doing well in the game you get to enter your name which is saved in the highscore table, it's also fun when you fail watching your armada getting destroyed by the atmospheric cannon.

Overall a very pleasing game, with good visuals, above average sound and good long term appeal. Two player enhances the game further, with the only bad points being the gameplay could be more diverse, and the frame rate could be better.

Hover Strike

\$49.95 Atari Corporation

System Requirements:

Atari Jaguar Console

Highs

Good graphics

One more go appeal

2 player option

Large play area

Lows

Lacks diversity

Sometimes sluggish frame rate

In short

A fun game with lots to explore and lovely visuals, one of the better Jaguar games.

83%

Jaguar Commentary

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Len Stys

Atari Corporation appears to be finally getting the Jaguar prepared for the Christmas 1995 shopping season. Is it too late for the Jaguar? No way! I'll explain why. The Jaguar has one thing going for it that none of the other next generation systems have going for it. This is its \$160 suggested retail price tag (but sold for \$150 in most stores). If you think about how many parents will go out and spend \$400 for a video game system after the short-lived Super Nintendo, you will realize that people will not spend the money. No video game system has ever did well over the price of \$150. The Super Nintendo's price of \$199.95 did not even last long because the mass did not want to spend that much money on a game machine.

What about the great games that can only be done on CD? Sam Tramiel, President of Atari Corporation once said that consumers can just add on the CD-ROM when they have the money to add on the CD-ROM. I agree with Mr. Tramiel. I think parents will appreciate the fact that they can purchase the base unit this Christmas with a couple of games and then the CD-ROM unit later for another occasion. Just think back a few years ago. If either the Atari 800XL or Commodore 64 had the disk drive built-into the computer, it would have lived a short life.

As you have read in the news releases, Atari has been able to get the Jaguar into the Sears catalog and a number of other catalogs. Atari has also been able to get the Jaguar in a number of new retailers and Walmart is rumored to be interested in carrying the Jaguar. The need for additional retailers is necessary. The retailers carrying the Jaguar right now do not care how they display the system. This is because they know that they are one of the few retailers that sell the Jaguar. Also, if Atari spends \$20 million on advertising this Fall (as I hope they will) then the company will need a large number of distribution outlets to carry the Jaguar. If the Jaguar is not in enough retailers when Atari advertises the Jaguar, the money Atari spends on advertising is not used as effectively as it should be.

Atari Corporation is releasing the quality games necessary to sell large number of Jaguar systems. The sale of a large number of Jaguar systems will in return sell a large number of Jaguar games. Pinball Fantasies and Super Burnout are the latest great games for the Jaguar. Rayman and a number of other quality games are on the way. If Atari continues to produce high quality games and not rush games just to get them out, the Jaguar will have a nice library of wanted games this Christmas.

Ultra Vortek (formerly Ultra Vortex) was once receiving raving reviews, but lately, the game has received poor reviews. Let's hope that this game and Fight For Your Life are quality games before they are released to be manufactured. I think Atari should have learned its lesson with Checkered Flag that poor quality games are a waste of money--for the company and for the consumer.

So far, the price is there. The games are getting there. The distribution is getting there. There is just one thing left that is required before the Jaguar can be successful this year. The requirement is good advertising and

a lot of it. In my opinion, Atari's commercials that were aired last year were of poor quality. I thought the school teacher commercial was of poor quality. I thought the Alien Vs. Predator commercial was of poor quality. And I thought that the Doom commercial needed work. The one problem that all of these commercials had in common was that it advertised the Jaguar, but none of the commercials showed the actual unit. Most people that I have talked with still do not know that Atari exists nor have they heard of the Jaguar. This tells me that Atari's marketing efforts in the past have been less than sufficient. If the President of Atari really wants to know how effective Atari's advertising has been, all he has to do is go to the local shopping mall and stop and ask people if they heard of the Jaguar video game system. And if he really wants to know how effective Atari's marketing has been, he should stop by a shopping mall in Cleveland.

There is only one thing left that Atari needs to do this year in order to make the Jaguar successful. And that is to make ONE HELL OF A COMMERCIAL. One commercial that will stand out above all other commercials. I don't care how shocking it is, if it gets people to notice without insulting them, it is doing the job. Atari's past commercials have not made people take notice. One fantastic commercial with a great price, great games, and great distribution will propel the Jaguar to a repeat of the success of the 2600.

The Jaguar is not dead yet. It still has a lot of life in it. The only system that appears to have more power than the Jaguar after all of this time is the Sony Playstation. And that will most likely cost at least \$400. Am I selling my Jaguar? Not a chance.

#### Upcoming Atari Shows

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Mark Leair

<< Computer Shows >>

Updated: 06/21/95

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to xx004@po.cwru.edu. Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarantee its accuracy. Corrections and cancellations are therefore requested.

+-----+		
Shows at a Glance		
+-----+		
+-----+		
Name	Location	Date
+-----+		
1. MIST Atari Fest VII	Indianapolis, IND	07/29/95
+-----+		

For more information on these shows, please consult the Atari SIG on the Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu) Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print any reports, summaries, or reviews of these and other recent shows. Please send any of these articles to 'aa338@po.cwru.edu'  
Thank-you...

#### Vote Issues and Results

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Mark Leair

#### << Voting Booth >>

On occasion CAIN will conduct surveys on various issues affecting the Atari Community. Results are then published in the following issue of CAIN. There are now three methods for voting on these issues:

- 1> Cleveland Free-Net users may use the Voting Booth located on the Atari SIG. It is option '11' off of the Atari SIG's main menu.
- 2> World Wide Web users can use CAIN's Virtual Voting Booth -- option number '2' off of CAIN's WWW homepage. Use the following URL to get to CAIN's WWW homepage:  
<http://ace.cs.ohiou.edu/personal/mleair/cain.html>
- 3> Ballots are also excepted by internet e-mail. To vote for this month's issue place "CAIN Vote 5-95" in the subject line of the message. Next, cast your vote in the message body by entering "Yes" or a "No". Send this email to:  
[mleair@bigbird.cs.ohiou.edu](mailto:mleair@bigbird.cs.ohiou.edu)

#### Last month's issue

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One important aspect of any company's advertising is "word-of-mouth" advertising. This month's issue attempts to find out how well Atari is doing with its "word-of-mouth" advertising.

Do you (or would you) recommend the Atari Jaguar to a someone else?

90 people voted on this issue. Below is the voting distribution:

Yes	No
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83 or 92%	7 or 8%

#### This month's issue

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Do you like the idea of remodeling old games into ne "2000" versions?

Please vote for one of the following choices:

1. Yes
2. No
3. No opinion

General Information of Need

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## How to Contribute to CAIN

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For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can use articles, tutorials, and reviews on Atari products. The format is simple

--ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

## Article Requests

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Below are some suggestions of articles we would like to see in future issues of CAIN. For a complete list of newsletter needs, please consult the discussion board under the CAIN Online Newsroom (option 13 from the Atari SIG's main menu).

### Newsletter Needs

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Communications: Any articles that fits into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications."

File Archives: Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this article with the subject "ftp archives."

Tutorials: CAIN is actively seeking any project, "how-to," and tutorial articles for future issues of CAIN. These articles can be for any type of Atari product. Please address this article with the subject "Tutorial Submission."

Atari Shows: Not only can we use information on upcoming Atari Shows, but we also can use reviews and summaries of recent Atari shows. Please address this article with the subject "Atari Show Information."

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THOUGHT OF THE MONTH: Is Atari giving the Lynx another chance?

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[C]entral [A]tari [I]nformation [N]etwork Newsletter Jul 23, 1995  
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Atari, ST, Mega ST, STE, Mega STE, TT030, Atari Falcon030, TOS, MultiTOS,  
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